

MICKEY'S SPEEDWAY USA TAKES ON MARIO KART RACING

Game Boy

G A M E R

# N64 Gamer

## Bomberman 2

Bomberman Strikes  
Back, Blows away  
competition



Intense motocross racing action

## EXCITEBIKE 64

THE GREATEST N64 GAME EVER!

# PERFECT DARK

AT LAST, THE FULL

12 PAGE  
REVIEW

## POKEMON STADIUM

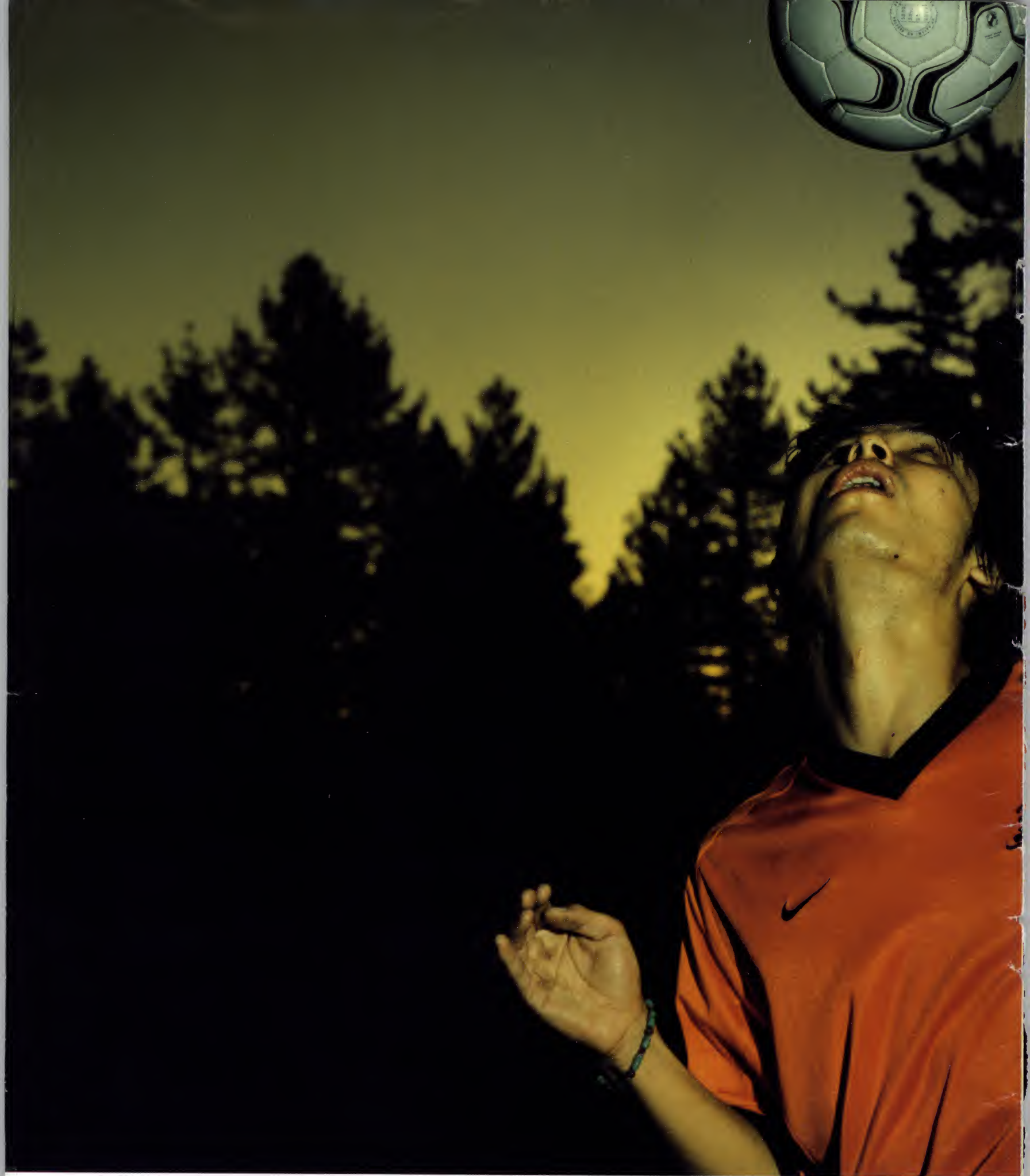
Part 2 of our essential playguide

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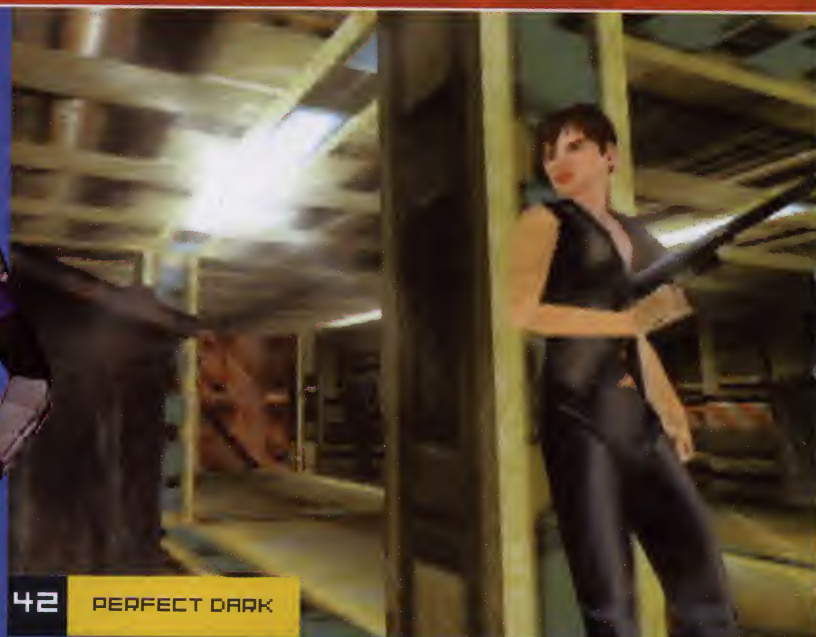
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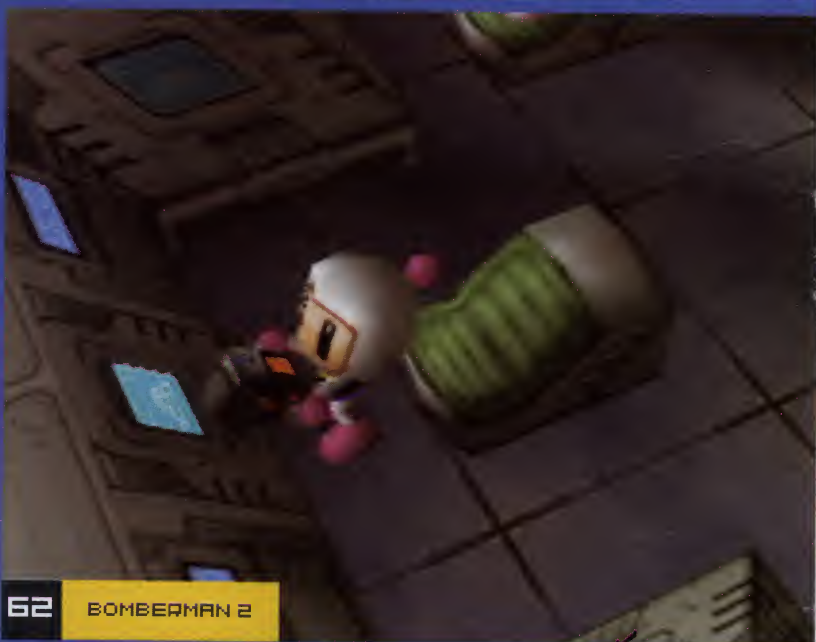


Noriyoshi Fujiwara. Futsal Player. Nike Holland Game Jersey.  
NIKE0140





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We know you guys can't get enough of these pocket monsters so we've compiled a bunch of the latest news and plenty of character profiles for you to collect.





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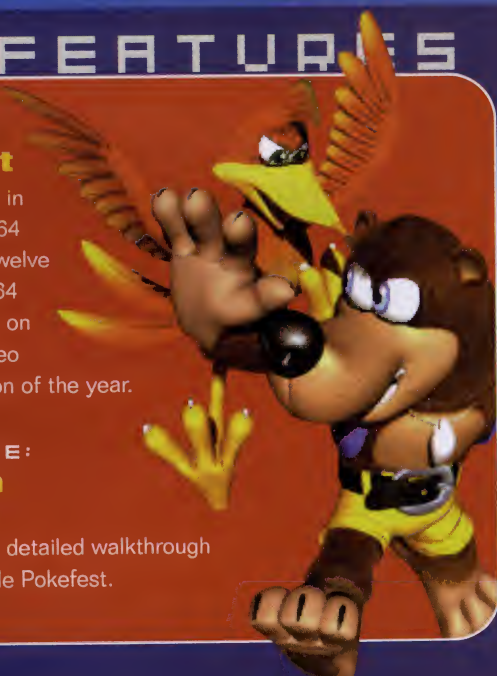
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If you're a pansy that couldn't be bothered finishing a game on your own, or if you're just plain stuck, visit these pages.

### 88 Subscription

N64 Gamer has kindly supplied great Army Men prize packs for its new subscribers to win - so start subscribing now!

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# GET A LIFE!



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# Darwinism

*Narayan has left N64 Gamer. You may have noticed. Arthur has also left. You may not have noticed. James hasn't gone anywhere. No surprise there. Nick is floating around somewhere between here and Network Next. There have been a few gaps left by long term N64 Gamer crew departing but in the past few months you may have seen other names appearing on previews. Chris, Danny and Tim have finally managed to oust the old school (Well oldish school, I guess) dudes and take their place. If this is only your twenty-eighth issue of N64 Gamer you may not know something that longterm readers will be bemoaning shortly, if they aren't already. There are no staff members from issue 1 left. Steve, Mithra and Narayan were it. You can include the fictional Robert Garcia if you wish. It's all about evolution. The magazine has changed its appearance over the last couple of years so that the only thing it has in common with the first issue is a masthead and yellow preview pages. The things that are covered have also expanded to include Game Boy and Pokemon. In the future that will also change to include Game Boy Advance and Project Dolphin material. The N64, itself, is also coming up to its strongest Christmas yet with The World is Not Enough, Turok 3, Zelda 2 and Banjo-Tooie. That's about it for now. See you in the letters section.*

**Troy Gorman**  
Editor



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# BOWSER'S Bulletin



▶ This is the place to find out everything that's hip and happening in the N64 world!

## ROOT YOUR CAT



"Smelly cat, smelly cat, what are the feeeeeeding you!"

### Here, Puss-puss

I bet you thought it was possible that you may just have had enough of the "cat chasing

some mouse guy and then suffering some type of humorous injury" type thing, eh? Well, that's where you're wrong, Son. Catroots is a cartoony looking 3D cat-tries-to-

destroy-mouse-but-mouse-has-other-ideas title from developers Miragul, published by Nintendo, which I'm willing to bet may soon change your mind.

I'll admit, at first I was a little skeptical, but once one is exposed to the image of a mouse toasting a large pink cat with his backpack flame-thrower, one tends to think. It's a provocative image. I'm starting to think of microwaves, electric kitchen knives, steaming irons, hair-dryers in the bathroom, mincers and other such household images, but probably not in the way they were originally intended to be thought of. I'm thinking



Whatch out for Ratty's purple shower

more blood, for a start. I have to say that despite my earlier qualms, I'm down right keen on this title now, and you guys will be too, if you don't want to suffer an extraordinary mishap with the wrong end of a seemingly innocent kitchen utensil. Keep your eyes open for this one. The game, not the utensil.

## N64-exclusive Star Wars game



The Episode One movie wishes its graphics were this good, pttttt!

### Battle for Naboo

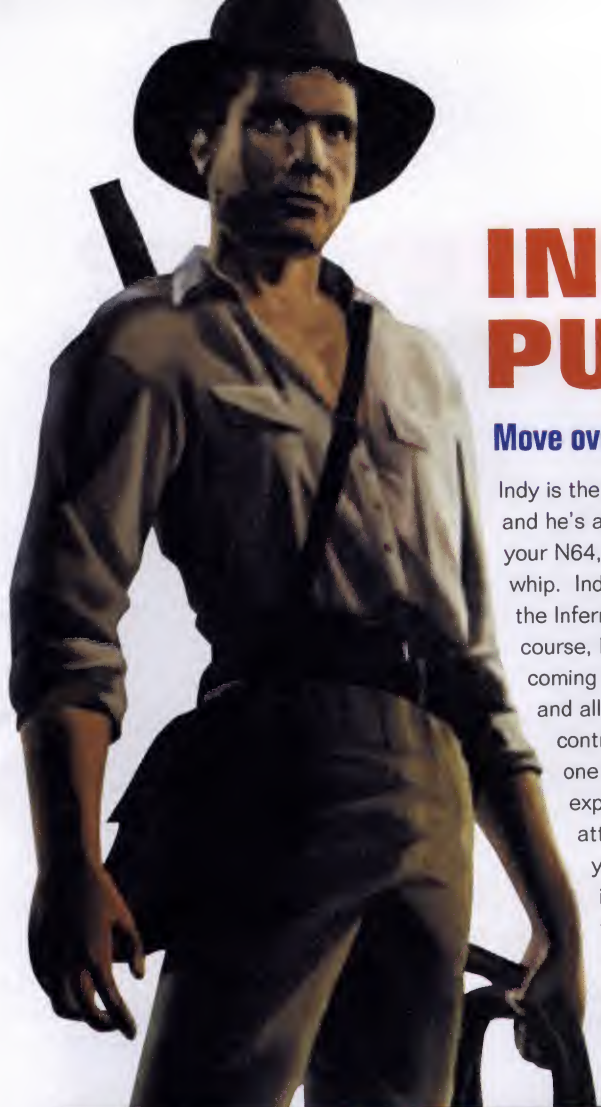
It is time for much dancing and clapping of hands. The mighty George Lucas and the nutty, wacky kids over at LucasArts have announced a third and supposedly final game based on the marketing wonder that is Star Wars: Episode One, and it's getting set to rock the socks off your N64 around September.

Battle for Naboo places you in the shoes of Gavyn Sykes, a young soldier battling courageously for his beloved home world (never would have guessed that would you). Prepare to embark on sixteen ass-stomping missions, all based on, or

nearby, Naboo, where you'll take control of a number of Episode One and not-exactly-Episode-One vehicles to smash the malevolent forces of the invading Trade Federation. Naughty buggers.

The game's levels will apparently be nothing short of massive, and filled to the brim with battle tanks, battle droids, droid starfighters, and other incredibly imaginatively titled baddies, all in line with an original story that intersects the Phantom Menace tale during some of the more important moments. A must see for all you rabid I-see-it-every-fri-day-with-Earl-and-Garth Episode One crazies.





# INDIANA JONES PULLS OUT HIS WHIP

## Move over, Lara

Indy is the man, no question, and he's about to prove it to your N64, possibly with his whip. Indiana Jones and the Infernal Machine, of course, looks incredible, coming out of LucasArts and all, but the game's control system is also one of the sexiest I've experienced. Think of attributing three of your weapons/items to three of the C buttons, and simply tapping that button to bring your item



into play. No more scrolling through eight or nine weapons that are completely useless to

your current mission while a bear munches on your precious nads. Sounds good to me.



# Nintendo's third party party a fizzer

## X-Men canned

Well it had to happen eventually. We're really starting to see third party developer support drying up for the N64, although with Nintendo's stable of prize second-party developers you can still expect 2000 to provide some of the spankiest titles the console has yet seen. Mega-developers EA, for example, have only a smattering of titles left to produce; The World is

Not Enough, the next big Madden title (which looks quite tasty), and some form of wrestling game based in the WCW fantasy pushy-pushy realm. Boss Games' stunt-racing title, SR64, having been dropped by publishers Midway, admittedly may not be the biggest loss the N64 has suffered, but Activision's two X-Men titles? Unacceptable. Still, Perfect Dark, Eternal Darkness and Mario Tennis should help me to dry those tears.

## No news is bad news

### Dolphin silence continues

One of the more disappointing aspects of E3 this year was Nintendo executives' choice to use the three days of wonder as an excellent time to tell us precisely jack about our next super console, the Dolphin. "... " exclaimed

President of Nintendo America, Minoru Arakawa, before introducing us to nobody, who continued to reveal zero fascinating details about the system. Apparently Project Dolphin will finally have a name and some concrete details come August, at the Spaceworld Expo in Japan, according to the company.



# WHERE IS RESIDENT EVIL 2?

## The whole fiasco explained

Way back in issue 24, N64 Gamer reviewed Resident Evil

2. This series had been so popular on the PlayStation that huge sales were predicted and we ran a playguide shortly afterwards, in anticipation of the influx of questions that Bad Ass would be asked about the title. The months have dragged out and still RE2 hasn't appeared on store shelves.

What the hell is going on? To find out I phoned up the distributor, OziSoft. Unfortunately someone decided that consumer interest in RE2 was so low that only a small number of games were imported. To



When will Aussie gamers enjoy this?

make matters worse every single copy was purchased by Blockbuster Video. Normally this would mean that they are only for hire but a bit of investigating revealed that individual video outlets may be selling excess copies. The only problem is the price, which is also the reason that OziSoft decided against importing large numbers. Expect to pay up to \$129 for this little gem. The limited release of RE2 comes hot on the heels of the non-release of WinBack and would have some N64 owners worrying about what other games may not make it to Australia?



Why did we have to meet out here, Shirley? Bob isn't getting home for hours.

## SONY'S E3 NOTHING TO WRITE HOME ABOUT



"John, are you sure this is how 'everyone is wearing their hair?'"

## THE NEXT RARE?

### Silicon Knights signed as second party developer



The actual size of Troy's brain

Silicon knights, the team responsible for the eagerly anticipated Eternal Darkness for N64 have now signed with Nintendo to join the already impressive farm of developers creating titles that will appear only on the N64 and the Dolphin. Other forces in Nintendo's second-party heavy artillery include Rare, Retro Studios, NST and Leftfield studios.

"Who are they kidding, they haven't even got a real chip yet," I hear you say. Well, this time you're wrong, Mr Cynic-Man, because Nintendo have completed the brain of their promised console. The 400mhz IBM Gekko chip extends upon the PowerPC architecture, and was incredibly compact, fitting comfortably on a five cent coin! Viva la Nintendo, by gosh.

## PS2's disappointing show

As much as we love our little charcoal grey box of love, and the heavenly Nintendo who gave it to us, few of us would have expected Sony to have anything less than a spectacular E3. Sony's DVD-ridden stand did little to show off their new

machine, however, except for the fact that a lot of the games in development are still running at pretty much unplayable frame rates. The highlight of their show, Metal Gear Solid 2, was indeed very pretty, but showing only on video screens it left room for doubt in the mind of this news-type-guy.



# Namco to develop Ridge Racer V for Dolphin



Why is the car called Hyperknight? Because Namco couldn't think of anything cooler!



Just imagine how much sexier Nintendo's Dolphin version will be

## Better than PS2

The news is out, and it's good. According to sources from within the hallowed walls of Nintendo itself, the company has sealed a deal with super publishers Namco, to bring the incredible Ridge Racer V to the Dolphin. The rumour mongers tell us it will be a graphically tweaked version of the PS2 release, which is absolutely perfect for bagging owners of the Sony console come launch time.

The title can probably be expected to be one of few third-party titles at launch, mainly due to Nintendo's newly strengthened stance on second-party developers. According to Peter Main, Nintendo of America's second-in-charge, the company is keeping in mind the days of NES, when the company had more in the way of exclusive developers, and as a result tended to foster more Nintendo fans, rather than just gaming fans.



If you look closely, you can already see Mario looking out of one of those windows

## MIDWAY REMEMBERS THE 80S

### Classic Six pack

Remember the days when running your Ostrich into a whole bunch of other Ostriches was enough to glean you victory and glory unparalleled? If you're about to say "perhaps he should stay off the sauce," then you're not the type who's going to be all jolly and excited about Midway bringing a collection of our favourite arcade classics to the N64, and tough tit for you. Joust, Spy Hunter, Robotron 2084, Root Beer Tapper and Defender are the titles, along



The first Dolphin screenshot!

with a final as-yet-unannounced entrant, and they're all coming on Midway's Greatest Arcade Hits 1. Which, of course, leaves an opening for 2. Even 3. It's retro baby, and it freaks me out! Yeah!

## Link disembowels all comers

### Nintendo tops chart again

The Legend of Zelda: Majora's Mask, is taking all opposing games on the Japanese market, tearing out their innards, holding them before their fading eyes and laughing psychotically. The sequel to the enormously popu-

lar Ocarina of Time has nearly doubled the sales of its nearest competitor, in the two weeks following its release, and you can pretty much forget about the rest of the top ten from there on. Try 418,236 copies, versus a third place of sales figure of 144,145, and I think you'll see what I mean.



# V8 SUPERCAR RACING



**How do racing games compare to a ride in a V8 Supercar? Michael Griesser recently left his Nintendo find out.**

Many racing games have evolved since the 1980's. From Outrun to Chase H.Q. to Daytona to Sega Rally. While the graphics have improved the main question lingers. Does it feel like racing? Does it feel like you're in the car? N64 Gamer sent me out to Eastern Creek to have a ride in a V8 Supercar to compare racing games to the real thing. I was supposed to have a ride with Paul Weel (an upcoming racer from Queensland) but his car engine blew up when racing in the qualifying rounds. Maybe another time Paul, now you can figure out more ways to scare me when you're racing in Sydney next time! Fortunately, the Shell Helix Racing crew let me have a ride with their upcoming racer,



**Steve:** "Are you scared, Michael?" **Michael:** "Not a chance, I know no fear. If you asked me how to spell fear, I wouldn't know!"

Steve Johnson, son of the legendary Dick. When I entered the car (a Ford Falcon AU XR8) numerous seat belts had me more secure than a federal bank. Steve started revving the car and then we took off. Whoa! It was like riding a roller coaster but ten times freakier. The g-force is amazing, you feel like you are actually going to fly out of your seat.

Another aspect I noticed was the sound, especially when changing down gears. It was almost as loud as being at a heavy metal gig. The main

question in my mind was how fast can this beast go? So I peeked at the speedo and it had reached 260 kms down the straight, fast enough to take off! When it was all over, I stumbled out of the car hotter than a chook in an oven.

So the bottom line is car games still have a way to go. Steve was nice enough after driving to answer a few questions. Regarding racing games, they are getting more realistic but having a g-force meter and emphasizing the sounds

of the car would make games more realistic. Steve also had a hand in the making of the Dick Johnson car racing game (PC) but the publisher didn't allow enough of a budget to make it realistic.

Last but certainly not least, a big thank you to Steve Johnson and Katrina Manifold, the media officer for the Shell Helix Racing Team to allow the last minute ride in the car. Also, thanks to Paul Weel and David Sewell, the Ford Media Coordinator who organised and made this event possible. Go the fords!



"Maybe there's a 'D' in there, I really couldn't tell you!"







AIR CRESTED BUTTE. SERIOUS TRACTION.

Have you ever seen a mountain goat fall over? ●●●●●

NIKE ALPHA PROJECT



# Troy's Mailbag

We don't pay him any money and he doesn't have any friends, so please be kind and write in to him. Opening letters makes him feel special.

## Write To Troy:

If you have some questions about the world of Nintendo or just want to say something interesting; write in to N64 Gamer.

### TROY'S MAILBAG N64 Gamer

78 Renwick st,  
Redfern, NSW, 2016  
or email:  
N64gamer@next.com.au

So, step to it with your ideas  
and thoughts.



## Letter of the month

Winner of the letter of the month, Joseph, picks up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble/memory pack). Keep those letters coming!

### Angry, young man

I'm writing in response to Tony Timpanaro's letter in issue 27. It

was a stupid, misconceived letter. I mean the guy wasn't even sure of his own opinions. You reckon every jump is important



Conker shows how he feels about 2D platform games

on 2D but not 3D platformers. My ass. What about that stupid boss, in DK64, from Frantic Factory? Every jump's important or you gotta start jumping all over again. Sure, you don't lose health but you've only got eight pissy watermelon pieces when you first do it anyway. You've gotta time every jump. It's harder than a lot of the DKC games' bosses, so, Tony, blow it out your arse. Long live 3D. If it wasn't better than 2D they wouldn't make it.

And while I'm in a bad mood, I've got something else on my mind. You say you can't change past scores (I can quote you). What about SF Rush. When it came out it was given 9/10. Then it came down to 7.5. Now it's only 68% - 22% difference. Now, seeing as Zelda and DK64 kick Mario's butt back to Italy, its score should be decreased and/or Rush's increased. You can't be hypocritical and have double standards. SF Rush is a great



game, no matter how dated.

Hopefully you've got the decency to print this letter, Troy, even if there is no butt-kissing to get Letter of the Month. I want people to know that just because one person brought up an issue for the first time doesn't make their view right. Down with Tony! Long live 3D! Yours sincerely,

Joseph Cox

Of course 3D is the way of the future but I hope that it improves somewhat over what is currently available. Mario 64, DK64 and Banjo are excellent games but Tony's complaints of them being too easy

CONTINUED ►



still stand despite your personal insults. The fact that you think that being able to take "only" eight hits before dying shows that you don't really understand his point to begin with.

In regards to the changing scores and whether N64 Gamer is "allowed" to do it. That, basically, resides with the individual editor. Narayan was a big fan of altering past scores without acknowledging it (maybe he should read 1984, I love that book. Anyway, back to answering your letter) while Steve, as far as I know, never did. At this stage, I don't think I'll bother changing any of Narayan's alterations back to what they were or changing any scores in the future. If I change my mind then I will. It's not that big a deal. The game's still the same and the review is still the same. What difference does it really make, now, if Mario's score is lowered to 99%? Not much. It's still a brilliant game and miles ahead of anything else that came out at the time. Mario and Goldeneye are the two games that I own my N64 for.

### Bad Ass fan

I'm writing about Mr Bad Ass and who the hell he thinks he is. Every issue innocent people ask Mr Bad Ass for his help in passing a level or beating a boss etc. Instead Bad Ass gives them heaps of crap, calling them dumb asses or pathetic losers. Why doesn't he just answer their questions and piss off? You're probably thinking I'm some girl but I'm actually at that age where I'm definitely not a girl and am into fighting and hard core games. I think Mr Bad

Ass, or the person who writes what he says, is just trying to be funny and cool but, really, every issue, he's making himself sound like an idiot. Bad Ass should just answer the question and put, supposedly, funny comments only when called for.

### Paul

I'm a bit concerned that you are at an age where you are definitely not a girl. Unless this is because you are now a woman I'll have to help you out. People are born male or female. They don't grow from female into male, as your letter somehow implies. Also, do you realise that Bad Ass has his own letter section? You don't need to write to me about him.

### Blame Mario

(Sung to the tune of South Park's "Blame Canada")

Times have changed, our kids are getting worse  
They won't obey their parents,  
they play video games 'til their eyeballs burst  
Should we blame the government,  
or blame society?  
Or should we blame the images on T.V?

Blame Mario, blame Mario  
For his flappy little hat  
And dumb mustache, plus he's fat  
Blame Mario, blame Mario  
We need to form a full assault  
It's Mario's fault!

Don't blame me for my son Fred



The N64 Gamer circus comes to town

He failed to jump a goomba and now he thinks he's dead  
And my boy Jeffery once had a girlfriend and was really cool  
But now all he wants is to marry Princess Toadstool

Well, blame Mario, blame Mario  
It seems that everything's gone wrong  
since Mario came along  
Blame Mario, blame Mario  
It's not even a real video game anyway

My son could have been a doctor or a lawyer rich and true  
But now his only goal is to pass level twenty-two  
Should we blame the magazines, should we blame the hype  
Or his Grandmother who feeds him zucchini and tripe?

Heck no, blame Mario, blame Mario  
For the kidnapping hullabaloo  
And that annoying cliff jumping too  
blame Mario, blame Mario  
For it's a load of trash,  
a waste of cash  
A mental bash,  
it'll give your eyes a rash

We must blame Mario and cause a fuss  
Before somebody thinks of blaming us!

### A None Mouse

You are such a song writing talent that you should move into producing pop albums.

### Howdy all

I'd just like to ask everyone at N64 Gamer "What kind of circus are they trying to run?" All you can think about is being a better gamer than the other person, and saying "I'm a hardcore gamer and you're not". Like in last issue (#27), you had your special feature on hardcore gaming. From that feature what you're telling me is to be a hardcore gamer, you have to have every good game, every accessory, eat pizza and play games every second you have, except for Dawson's Creek and Party of 5. If you people would then call yourselves hardcore gamers, you have a very sad and depressing life. I don't have every game every accessory, I don't play them every second, but I do love to play games. Also, I'm one of the smartest students at my school, I can do a five mile run in twenty minutes. I can do just about anything. Hey, you guys can't go to parties because you have to play your games. Here is an interesting question, what's your favourite game? Goldeneye, Zelda soon to be Perfect Dark, but my favourite game isn't even on the N64, its on PC. Rogue Spear boys, I'm sure you have heard of it and any one who likes covert, realistic first person shooters, would be in absolute heaven just like I am. Mind you I do have some loyalties, I don't like the PSX or Sega, and I like pizza, but



Paul's at that age where he's definitely not a girl



## MAIL BONDING

■ Can you tell the chicks that write in that they're not so hot at games? Find out if they got over themselves! — C.C.

■ Is there a level in Goldeneye called "Anzac?" Because my friend there is. — ANONYMOUS

**Troy:** Yes, this is the super secret level which has you storming the beaches at Gallipoli.

■ I think all pikachus should be doused in gasoline, tied to a stake and burnt. — THE MOLE

■ "Choke the chicken," "tease the one-eyed trouser snake" and "knob smack" are some phrases me and my mates hope to see in future issues.  
— DANIEL BLAKE

■ The Goldeneye multiplayer guide in issue 21 was a great idea and now I'm unstoppable amongst my friends. — VICTOR WILSON

**Troy:** But will anyone play against you now? I'm unstoppable but it is pointless when opponents simply refuse to play against me.

■ I'm writing to say Nintendo suck. Dreamcast rule.  
— DREAMCAST'S NUMBER ONE FAN

■ I have started working on a machine to keep me asleep until PD comes out. — ADAM BASKIJIN

**Troy:** Wake up.

■ Is it true that Lara Croft's huge breasts are coming to the GBC?  
— MICHAEL

**Troy:** Yes.

■ Do you like scrawny cows or do you like fat cows. To tell you the truth I like scrawny cows. Although my friends like fat cows. I don't like fat cows because they are fat cows. I like scrawny cows because they are scrawny. Thank you. (Do you have mad cow disease? I do.) — WILLIAM B

■ The only reason your mag is so good is because when you attach playguides and cheat books you use that sticky stuff that's fun to play with. I have spent hours of my life toying with the stuff. I bet Arthur does it too. Am I weird? — AARON WHITE

■ I want to reply to that guy who wants Nintendo to grow on trees. What kind of loser is he? Everyone knows that's impossible. If you want wild N64s you need to hunt them down like bush pigs.  
— ROBERT JACK

■ Joanna, Joanna, how sweet thy name,  
If I stay up all night and miss school the next day,  
You are the one to blame.  
— WILL SHAKESPEARE

■ And, Jenny, if you're reading this, will you be my girlfriend?  
— JAMES

■ Where the hell is Sharon? Bring her back or someone's gonna get hurt. — SHARON'S FUTURE HUSBAND

tell me do really like Dawson's Creek or Party of Five? What a load of crap. Oh yeah I forget you guys can't experience going out of the house, going to parties and (an interesting list but not quite printable - Troy), because you're playing your games. And, finally, you never even said you had to be good at games to be a hardcore gamer. I am one of the best players at Goldeneye you will find but according to your feature I'm not a hardcore gamer. I've finished many games. I love to play them, but I've got to train, study and have a social life as well and I think you'll find many people like myself who enjoy games and are good at them, but aren't good enough to have your respect. So I guess what I'm asking is, in your professional opinion what would you class me as, hardcore, casual, or something else? I look forward to hearing from you.

**Callum**

What I would class you as is someone who doesn't understand that not everything meant to be taken seriously. The Hardcore Gamer feature was just meant to be a light, fun article to amuse you, in between the more serious topics such as news and reviews. Don't take everything to heart. We do manage to leave our respective houses every now and then to participate in non-games related activities. Arthur is actually a world class chicken plucker and James enjoys bungee jumping from a helicopter in between his tours of duty as a UN peace keeper.

### Goldeneye over the net

Have you ever thought "Gee, (insert name here - most likely 'Narayan') isn't much of a challenge anymore. It's time for me to find someone else to play Goldeneye against?" I bet you have, and I bet a lot of N64 Gamer readers have had similar thoughts. Well to aid those who feel they need new (but not necessarily 'better') opponents, how about a kind of catalogue of Goldeneye clans? I've decided to start one myself. It's called 'Unite The Clans' and you can get to it via <http://homes.arealcity.com/ltk>



**Bond, James Bond**

Just follow the links. If all you members of GE clans write in to me I'll put your clan name up on the web and create a link to your e-mail and even website if you have one. That way the clans can organise get-togethers in your area, and those who are clan-less can contact one and be lonely no more. I believe organisation is the key to a good day or night of multiplayer gaming, so why not get behind this and really make it something? The end result (hopefully) will be a huge index of GE clans from Perth to Wellington. Remember - you don't have to like License to Kill or anything else. If you're a GE clan - please contact me and help make a GE Multinational Village.

**Kestrel**

I'm a bit skeptical as to your clan plan taking off. This may work for PC shooters, which can be played over the internet but I don't know of the existence of any Goldeneye clans. When N64 Gamer first began there was a page dedicated to multiplayer contacts, so people could find fellow N64 gamers in their local area but it ended due to a lack of interest. Maybe you and The Goat (from issue 25) can combine plans and have a giant Goldeneye clan national tournament.

### Secret Sony

I recently found this memo in a bin outside the Sony Australia HQ memo on secret features of PlayStation 2.  
*The "Spanko" Chip:* No longer will Sony sadboys have to dream about Lara Croft. They can now share their bed with our console.  
*The Lobotomiser:* Now even marginally intelligent people will gain enjoyment from our woeful games.



The stupid can't have all the fun.  
*The Ass Monkey Controller:* Just like a real ass monkey. Need I say more?  
*The Probe Attachment:* for extra realism no longer will you have to look at woeful games you'll feel a pain in the ass

#### AndeLA64

Don't forget *The Chunky Filter:* Guaranteed to give even the smoother graphics awful textures and all polygons will have a jagged edge.

### Congratulations

I am writing this letter to congratulate on the wonderful magazine you guys write. But I am a bit annoyed that you don't publish these types of letters any more. What type of letters you may ask? Well I mean the letters that congratulate you, give you a pat on the back, that sort of thing. Lately, all you seem to be publishing letters that are written by people who complain and whine about the world. I think if they bought the big N, they should be happy with what they've got. I certainly am happy with my N64. I play it non-stop until I've finished all my games. Then I go and buy a new one to finish. Plus, the good thing is, with the N64 it has got a thing called "multiplayer." This allows me play all night with a few friends. I get good value out of my N64 and I'm proud of.

Also I have some questions:

- 1) What is your favourite weapon in Turok2
- 2) What is your favourite weapon in Golden Eye
- 3) How many heart attacks of excitement did you have over Perfect Dark?
- 4) Why has Narayan always got a red nose all the time? Has always got the 'flu or is he trying to impersonate Rudolf the red nosed reindeer?

And while I'm at it can I tell you my personal favourite death match options for Golden Eye:

Health: -10

Weapons: Pistols

Time: Unlimited

Level: Complex

Character: Scientist (they

blend well with the background)

Auto-aim: Off

If you've got four players, have teams as well (2vs2). This will ensure hours of killing fun!

**Callan Dickinson**

It's true that I have had a tendency to include more whiny bitches in the letters section than readers who congratulate us. This is a combination of modesty (we know we're good and don't need to publish a heap of letters to show that others agree) and to start fights. Other readers are more likely to write in if they disagree with what someone has said. Then the debate rages for a few issues. I did realise that after reading the letters section it appeared that none of our readers liked the magazine. Thanks for your kind words. As for your questions: Scorpion Launcher is my fave in T2 and Grenade Launchers in Goldeneye. The heart attacks for PD have barely begun. Narayan has a red nose because he is an alcoholic. I prefer to use Siberian Special Forces because he is invisible in Stack. Basement and Complex level (all of which are my fave levels). It is cheating a bit to use him, though, so I also use Xenia. Playing a time limit is preferable because it forces the losing player to advance whenever there is a stand off.

### I'd buy that for a dollar

I would like to take this opportunity to say that I have finally completed Goldeneye. It is over 8 months since I purchased the game and it still holds my interest



"Good God. He's trying to show us his PlayStation. Runaway."

to this day. I actually gave up on the game for two months because I couldn't pass Control on 00 Agent but now I've done it. I've beaten the greatest game ever made! I also received a PlayStation for Christmas. You can imagine the look of disappointment on my face. I waited 52 weeks to open that present and what do I get? A stinking Sony with a copy of...wait for it... Crash Bandicoot! Noooooo! After some severe yelling and a few punches I took that piece of crap back in to the store and exchanged it for a copy of Jet Force Gemini. "Yes!" I hollered as I slid the cartridge into the slot and waited for it to load. Fortunately the mental hospital let

me keep my precious Nintendo and games. Sure, I may be in a straight jacket but at least I've got my 64 with me at all times and I can sit and stare at the greatest video game console ever made. Long live the Big N! You're probably wondering how I managed to write this. Well it's simple, I performed the Mel Gibson shoulder dislocation maneuver to free one of my arms and then I ran to the computer located on the first floor. After making it to the elevator on the second floor I was seen by a security camera. An alarm went off. I was surrounded by guards with black suits and sunglasses. One tried to grab me but I gave him a right roddering up the backside with the cleaner's mop. Two more came at me. I ducked and they headbutted each other. I saw the elevator door open so I dashed towards it. I managed to get in and shut the door. Upon arriving on the first floor, I had two paths to choose from. I could have freedom by walking out the front door or I could attempt to finish writing this lett..Whoa! Put me down you bastard. I'm not a patient here. My name is Martin Riggs and I am shooting a scene for the new Lethal Weapon movie. It's true.....

**Martin Riggs.**

True.



Martin Riggs, PlayStation trauma victim





>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at [badass@next.com.au](mailto:badass@next.com.au)

# Bad Ass'

## Q&A

### This month's loser >>



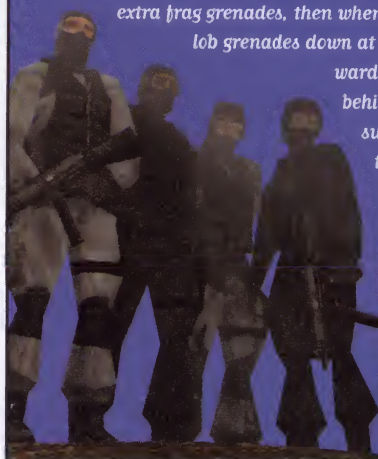
### Q Deep sixed

Dear large one of infinite badness, You are a dead set legend and are one of the reasons that I nag my mum to buy me your magazine every month. I just have one question for you or Hugh. In Rainbow 6, I'm up to the last level but there is this door at the end of a sloping hall and it leads into a room packed full of men who kill my whole team every time we try to go through. Is it possible or is there another way around the room. Please keep your legendary status and answer my desperate plea.

Alistar Rogers

>> Mr. Ass

Shut your teething baby gums boy. Usually I demand at least 400 push-ups before I'd answer such a pathetic question, but considering that printing this letter should embarrass you, I'll call it even. Firstly, remember to equip extra frag grenades, then when you come to the descending hallway lob grenades down at the door to blow it up. Then move forward slowly, making sure your men are behind you. As the obviously intellectually superior foe come into your view shoot them, or throw a frag grenade at them. Knowing your weak gaming skills be wary of a room that gives cover to a few soldiers, this is a good place for a well-placed grenade. Also watch for the snipers that are on the level above you and are dead adjacent to you as you enter. Use a strafing technique to edge out from the entrance slowly and take them down.



### Q What's the Link?

To Bad Ass, I need some help with Zelda.

- 1) I'm in the Forest temple on the bottom floor, and I can't get past the stupid barred doorways, what the hell do I do?
- 2) Where do I get the Megaton Hammer I've looked everywhere for it and I still can't find it?
- 3) How do you travel back...

Brett Colbourne

>> Mr. Ass

Let me just stop your feeble gurgles there, Baby Mouth. I've opened your letter to find a swag of sorry questions about Zelda, a game that I finished over a bag of airport peanuts. Looking at your line up of questions it's obvious that because of your lame inability to get past the first temple, you've run into other problems. So, because I have limited time here, both because I'm expected at my girlfriend Bertha's house, and I need more time to prove my might at Perfect Dark multiplayer I'll answer your first question only - hoping that your free sample sized brain will be able to solve the rest of your problems after that. Just use your bow, to shoot the ghosts that appear in the empty picture frames. Move slowly when you are on the stairs otherwise they'll vanish before you can get a shot off.



### Q Rogue-ish good looks

Please Mr Naughty Bottom, I'm stuck in Rogue Squadron. Every time I fly the Battle of Taloran, right before the end I'm told that I failed the level.

Bernard Njaerheim

>> Mr. Ass

Waking up in the morning for a start Bernie. If I was as dense as you I'd submit myself to scientists in Vienna for research into human stupidity. I've seen smarter things mutate from Hugh's pillow drool. As far as Rogue Squadron is concerned you're destroying too many neutral gas tanks. The final platform under the city seems especially sensitive, so for all platforms remember to get your line on the Imperial tanks from a long way off, come in and use your lasers whilst traveling in a downward direction. Remember, Cheese Skin, to pull up as fast as possible when you are being chased by missiles, as well as to use the A-wing for greater speed, acceleration and maneuverability. Do this, my little frustrated monkey entrée, and you'll soon finish the level.

### No problem

Dear Fat Ass,

Why don't you show us a real photo of yourself? I bet you're so ugly that you could scare a blind man in the dark. A deformed mental idiot would be smarter than you. I reckon that the only reason you got a job at N64 Gamer was because you threatened to sit on the crew with your 250 pound ass. I bet you're the sort of person who worships their N64, just like Narayan.

Daniel Jefferies

>> Mr. Ass

You little turd of camel spit, I hope you realise that I could pick you up and crunch your lice infected head between my enormous pectoral muscles. The fact of the matter is, and listen up all you other nasty little dung beetles, that if I showed a real picture of myself, all you underdeveloped boys would grow up never feeling like real men, and all you young Missies would go through life never feeling that you were having a true heterosexual relationship. Oh, and if you don't smarten up I'm gonna come over and lay my knuckle print on you.



# Basement

## BADASS' COMPETITIONS



### At Last!

After a three year wait, including more delays than Arthur has blisters on his hands, Perfect Dark has finally arrived in Australian stores. To celebrate the most significant gaming release of this millennium (so far) I've stolen the crew's personal copies to send out to five lucky readers. To enter just answer this

brain-stonkingly simple question:

**"Who was N64 Gamer's first editor?"**

Put your answer on the back of an envelope and send it in to:

**Mr O'Leary Comp**  
N64 Gamer  
78 Renwick St  
Redfern, NSW. 2016

### More Pokemania

It seems that there are more Pokemaniacs than we anticipated. Hugh would be able to kick any of their asses, but that's another story. For a chance to win one of our 3 copies of Pokemon Stadium answer this question:

**"Which Pokemon is number 12 in Ash's Pokedex?"**

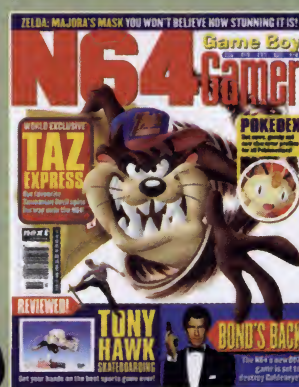
Put your answer on the back of an envelope and send it in to:

**Butterfree Comp**  
N64 Gamer  
78 Renwick St  
Redfern, NSW, 2016



Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

### WINNERS



#### Hydro Thunder

Scott Lane  
Justin Beadle  
Andrew Wilkinson  
Terry Stevens

#### Tony Hawk

Chris Ball  
Lisa Barry  
Tim Gibbs  
Stuart Masters



ALL COMPETITIONS CLOSE ON THE 1ST AUGUST





Send all entries to:

**Time Comps**

**Bad Ass**

**N64 Gamer**

**78 Renwick st**

**Redfern, NSW, 2016**

I'm disappointed that a goodly portion of our readers were far too pussy to send in their so called "high scores", and that few of those who did, managed to come within a pigeon's fart of touching our greatness. Some of you, however, did manage to take a small scrape at the scores of some of our more capable readers. Jon Burrows, for a start, showed that none of you can play 1080 Snowboarding much better than your average dribbling, quadriplegic, post-hit-and-run Sloth. Admittedly he himself had elements of the retarded Chihuahua about him when compared to us, but this is to be expected of course. Apart from a rare few though, the rest of you aren't worthy to clean the excrement-smeared newspaper from the floor of Narayan's new cage. Narayan is now Hugh's pet, incidentally, and wiles away the hours in a small chicken wire enclosure in a corner of the N64 Gamer offices, roughly four feet from a prominently displayed Perfect Dark cartridge. Here he can be heard to whimper. Betray us not. Remember to start practicing on Perfect Dark because it'll be in next month.

## 1080 Snowboarding

This is the best racing game so it's time to put down your sister's Barbies and get some records.

# Hugh's High Scores



## Australian PAL Lap Times

### Crystal Lake.

- 1 01:02:93 Jon Burrows
- 2 01:03:55 Richard Webb
- 3 01:03:69 Anthony Baxter
- 4 01:03:95 Nick Pearce
- 5 01:04:31 Steve Burt

### Golden Forest

- 1 01:20:70 Jon Burrows
- 2 01:21:60 Peter Watts
- 3 01:21:70 Anthony Baxter
- 4 01:24:28 Richard Webb
- 5 01:25:40 Steve Burt

### Mountain Village

- 1 01:30:68 Jon Burrows
- 2 01:31:47 Peter Watts
- 3 01:33:22 Anthony Baxter
- 4 01:35:27 Richard Webb
- 5 01:35:79 Steve Burt

### Dragon Cave

- 1 01:25:83 Jon Burrows
- 2 01:27:97 Peter Watts
- 3 01:29:00 Richard Webb
- 4 01:31:17 Nick Pearce
- 5 01:32:99 Steve Burt



## Mario Kart 64

Get off your fat, lazy butts and squeeze them into a go-kart - now, show me some rubber burnin' times. Tools.

## Australian PAL Lap Times

### Koopa Troopa Beach

- 1 00:01:28 Mika Duntroon

- 2 00:01:31 Erica Walters
- 3 00:01:31 Grant Weathersmith
- 4 00:01:32 Yanis Coulos
- 5 00:01:35 Robert Emanuel

### Royal Raceway

- 1 02:06:88 Luke Barret
- 2 02:06:97 Peter Micos
- 3 02:07:22 Fred Hollows
- 4 02:07:35 Grant Weathersmith
- 5 02:07:54 Terry Reynolds

### Bowser's Castle

- 1 02:15:33 Barge Matthews
- 2 02:15:99 Gerald Hackenforth
- 3 02:16:12 Dillan Gould
- 4 02:19:02 Cameron Needheart
- 5 02:21:04 Grant Weathersmith

### Yoshi's Valley

- 1 01:40:27 Dan Leseberg
- 2 01:48:32 Gerald Hakenforth
- 3 01:53:73 Shaun Wells
- 4 01:55:45 Josh Belmont
- 5 02:01:30 Gerard Gleeson



## Wave Race 64

Seeing that most of you constantly wet your smelly pants, you should be able to get half-decent scores on Wave Race 64.

## Australian PAL Lap Times

### Sunny Beach

- 1 01:05:966 Chris Blenkiron
- 2 01:18:307 Daniel Kearns
- 3 01:18:359 Phil Ballagh
- 4 01:18:565 Damon Heller
- 5 01:18:894 Vishal Sharma

### Port Blue

- 1 01:42:672 Atillio Lombargo
- 2 01:45:538 Vishal Sharma
- 3 01:45:745 Phil Ballagh
- 4 01:45:896 Jared Williamson
- 5 01:46:004 Damon Heller

## Drake Lake

- 1 01:30:085 Vishal Sharma
- 2 01:35:630 Adrian Fish
- 3 01:36:835 Hedron Weems
- 4 01:36:367 Gary Pore
- 5 01:36:378 Gary Ireland

## Marine Fortress

- 1 01:33:013 Grant Eidintas
- 2 01:33:690 Hedron Weems
- 3 01:35:630 Jared Williamson
- 4 01:36:367 Phil Ballagh
- 5 01:36:378 Vishal Sharma



## Diddy Kong Racing

I want to see your monkey asses give me good scores. My monkey, Hugh, is unbeatable in this game.

## Australian PAL Lap Times

### Ancient Lake

- 1 00:14:90 Michael Gamble
- 2 00:15:11 Jon Burrows
- 3 00:15:13 Harold Beets
- 4 00:16:21 David Whzzlir
- 5 00:16:31 Sam Bockmann

### Fossil Canyon

- 1 00:24:18 James Sammut
- 2 00:24:20 Grant Freckleton
- 3 00:24:50 Jon Burrows
- 4 00:24:50 Sam Bockmann
- 5 00:25:06 Danny Simon

### Whale Bay

- 1 00:17:45 Michael Gamble
- 2 00:17:96 James Sammut
- 3 00:18:20 Alex Dickinson
- 4 00:18:26 James Stewart
- 5 00:18:80 Bobby Digital

### Hot Top Volcano

- 1 00:21:65 Tom Grundy
- 2 00:24:80 Nicholas Magann
- 3 00:24:95 Michael Gamble
- 4 00:24:98 James Sammut
- 5 00:25:13 Alex Dickinson





## Disney's Donald Duck



No more Mr. Nice Duck!

DEVELOPER: UBI SOFT  
CATEGORY: PLATFORM

AVAILABLE: OCTOBER  
PLAYERS: 1

Donald Duck is one angry dude. In a world full of cute, cuddly and lovable do-gooders, Donald maintained the animated angst that a whole generation of non-Nintendo owning children dealt with. Because, let's face it, no one copped as much crap and got as insanely pissed-off as Mr Donald Duck. Ubi Soft are bringing him to an N64 near you and it could finally be the game to give Rare a scare.

After literally minutes of heated discussion, the development team opted for the highly original plot line that will see Donald save the princess.

DD will feature twenty-four levels spread across four different worlds, with both 3D and 2D scrolling graphics, dynamic gameplay that changes according to Donald's moods (generally anger) and a host of Disney duck characters including Huey, Dewey and Louie. Unfortunately, they left out Frank, the fourth and least known of the Disney ducklings who was booted in early episodes for being ugly. He later made a successful return in the Swan Princess. DD will of course, like most of the Ubi Soft games, be presented in an authentic cartoon style that will no doubt enhance the Disney surrealism.

DD will run from an optimized version of the Rayman 2 engine so we can expect a beautiful graphic display. What we saw at E3 definitely enhanced Ubi Soft's reputation, despite present glitches in player animation (probably due to the need to add limbs to Donald, unlike Rayman). It will also be of interest to see how they combine the 2D-scrolling and 3D levels while maintaining a flowing gameplay.

One of the more exciting developments to come out of the DD camp is the dynamic gameplay or mood regulator. For the 30 micro-seconds when Donald is calm he is regulated to standard punches and kicks. However, in spirit with his television appearances, when he gets angry or frustrated he becomes Superduck! The E3 version revealed that a frustrated Donald would become a swirling cloud of smoke, fists and feet. And of course each mood comes with a greater level of incomprehensible gibberish and swearing that hide Walt Disney's politically incorrect undertones. This may mean that some areas may require certain moves and hence it could be of benefit to piss Donald off - a video game first.

Combining a character of Donald's popularity and personality with the graphical ability of Ubi Soft should produce a sure fire winner. A game of great promise, or as Donald would say "\$\*(!\*@ @&()\*#@\*\*\*\*#&%!\$".

CHRISTOPHER STEAD



# Rally Challenge 2000

▶ Professional Dirt Work

DEVELOPER: **SOUTHPeAK INTERACTIVE** AVAILABLE: **JUNE**  
CATEGORY: **RACING** PLAYERS: **1 - 4**

Recklessly flinging a four wheeled hunk of metal at ludicrous speeds along tree infested muddy roads is the climax of many a man's wet dream. The skill, the rush, the sound, the excitement. But how close can a console game get to the real thing?

The rally genre has always been a highly marketable medium for N64 developers and 1999 saw a boot load of titles with Imagineer's Multi Racing Championship (MRC) and Saffire's Top Gear Rally 2 the more notable. However, both had problems. When will developers learn? More tracks, plus more cars, plus more burnouts equals a kick ass rally sim.

So what will RC 2000 offer? Well rev her up, slip her into first, drop the clutch and smoke 'em up! There will be nine courses from all over the globe (including America, Spain, Brazil, Italy) and several play modes (Championship, Arcade, Versus, Practice/Time Attack and four-way multiplayer). Now power into second and prepare yourself for over ten officially licensed cars and sponsors like Castrol and Clarion (for the anally retentive sim fanatics) as well as varying weather effects on all courses (snow, rain etc) that affect driving and issue spray. Now move up to third for customizable driving conditions (course stage, time of day) and multiple camera angles. Now drop back to second, stuff up on the first corner and treat yourself to a very realistic accident while your damage meter rockets skyward.

The cars that will take you on your testosterone fueled, ozone destroying, mud bashing adventure will range through all the standard models. This includes the Nissan Almera, Mitsubishi Lancer Evolution 5, Toyota Corolla WRC, Subaru Impreza WRC, Proto Wira, Hyundai Coupe EVO II, Skoda Octavia and Seat Cordoba WRC. All will be customizable allowing players to adjust spoilers, tyres, suspension and other equipment to add your personal touch to the vehicle's handling, top speed and traction. RC 2000 also incorporates a random weather system, which means consecutive games on the same track may yield separate weather patterns.

Will this be the rally sim that finally embodies all our deepest fantasies or will it slip as quickly onto the shelf as a Toyota into an embankment? The variety in tracks, cars and weather are all positive enhancements and the four way multiplayer mode is a fantastic step for the genre, however, it'll be hard pressed to top the standard set by TGR2 with its random track generator. So if donuts in the mud, bush bashing and river paddling sound like your idea of "Sunday driving" then RC 2000 is a title you should keep your revs on.

CHRISTOPHER STEAD







## Batman Beyond



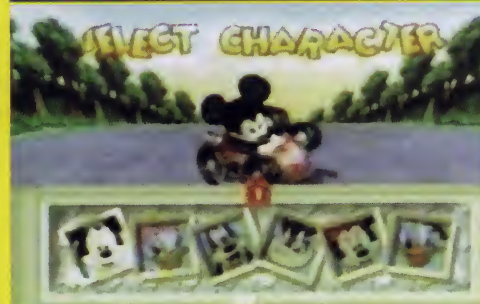
The Dark Knight has vowed to protect the N64!

PUBLISHER: KEMCO  
CATEGORY: ACTION

AVAILABLE: OCTOBER  
PLAYERS: 1

Remember the original Batman? It was an interesting affair with a badly dressed hero kicking all shades of crap out of an evil clown. Then things changed and the caped crusader went modern. Gone was the loose fitting cotton leaving our favourite pointy-eared avenger clad in something resembling those new Olympic swimsuits. The Batman Beyond series sees this original bat as mentor to a new, younger hero. Batman Beyond is played in a Final Fight style with you walking from 3D hallway to 3D street, laying the smack down on any and all villains you see. To aid you in your endeavours you are equipped with weapons that range from the Dark Knight's batarangs to a pair of nunchakus and a long stick. Graphics wise everything is shaping up nicely, the player models look impressive and the rendered environments are certainly looking comic-ish. The Batman Beyond license is a big one and it looks as though the folk at Kemco are on the right track to creating a killer title.

TIM CULBERT



## Mickey's Speedway USA



Should Mario Kart be scared?

PUBLISHER: NINTENDO  
CATEGORY: RACING

AVAILABLE: TBA  
PLAYERS: 1 - 4

It seems to be the thing to do for well-known entities. Star in your own kart racing title for the consoles. Mario was the originator, but soon Diddy Kong jumped on the bandwagon, only to be followed by the likes of Lego and South Park. Mickey's Speedway USA is the title spoken of and in true Disney fashion it looks as though it could be the best of the lot. To start with all the characters you've grown up with will be present. Tracks are an important part of any racer, even more so with kart games, and Mickey's certainly come to the party here, with a wide array of courses located all over the US of A. The game moves fluidly and the graphics are certainly above anything we've seen in such a title. Of course the multiplayer mode has been worked on extensively and is packed with all kinds of weapons and power-ups. Only time will tell if it will successfully wrestle the coveted lunch time spot from Worms.

TIM CULBERT



# ELECTRONIC ENTERTAINMENT EXPO 2000

This wasn't exactly expected by most to be Nintendo's biggest year at E3, the world's largest annual electronic entertainment show. The N64, gorgeous beast that it is, was released in Japan nigh-on four years ago now, a long time for any system in today's market. Sega's Dreamcast had hit the market, albeit with something of a distinct 'splodge', and the much lauded PlayStation 2, despite mediocre launch titles and painful aliasing problems, was being touted as the only machine worth seeing whilst in L.A. this year. As per usual though, it seems that somebody forgot to tell Nintendo about all this, and that it was time for them to let go of their ground-breaking 64 bit machine, the best possible plan of course being to show off plenty of underdeveloped Dolphin titles with framerates somewhere around the 10 frames per second mark. Something like what they were doing over at that Sony stand.

Nintendo, seemingly oblivious at the best of times to the way things are "properly" done, decided they'd try something outlandish; leave the vapourware systems at

home and just go ahead and blow away the crowds with an incredible range of games that drive the current hardware past what we previously thought were its limits, and also keep a strong focus on something the company kept referring to as "gameplay", which incidentally had Sony execs looking terribly confused for most of the show.

Eye-blastingly beautiful titles such as Dinosaur Planet and Eternal Darkness showed us what happens when programmers have a chance to get familiar with a platform, and hone its graphics libraries to perfection. Perfect Dark and even Mario Tennis (just trust me) showed what happens when developers have time to focus on solid gameplay and that good old fun factor, and not just trying to squeeze out a title in half a sensible development life-cycle in order to meet an unrealistic launch date. Conker's Bad Fur Day showed what happens when you piss off a squirrel, in particular what happens when you tell a drunken squirrel to "f\*\*k off," what happens when you remove the top half of a squirrel's head with your rifle, and a whole host of other things you just aren't supposed to see in Nintendo published titles.

So without even so much as a "we've got one, you haven't, so ner" in regards to the Dolphin and the GBA, Nintendo had an incredibly positive showing at this year's E3, and made it abundantly clear that the N64 is heading into its brightest year yet, much to the extreme pleasure of owners everywhere, and that they have no real interest in the ridiculous polygon-count battles that have taken up so much of Sega's and Sony's time and resources. The proof is in the games, my people. Go see for yourself.







# DINOSAUR PLANET

It was fairly obvious to anyone that's not a blind, decapitated Moose (don't laugh; it could happen to you... if you were a Moose) that Rare had an absolutely incredible E3. This was largely thanks to the showstoppers like Conker's Bad Fur Day and Banjo-Tooie, but also in no small part due to the finger-licking-spunky Dinosaur Planet. Following on, and quite blatantly I might add, in the tradition of Ocarina of Time, Planet drops the player into a strange and beautiful world filled with all manner of inhabitants, from the endearing to the downright frightening, ready to help you, kill you, or just completely ignore you. Of course, now that you've saved the world as Link, it's high time you saved the Universe, so you'd better pack some clean underwear.

The general idea is that you will be taking control of two separate characters, Sabre and Krystal, two fine examples of the ever popular yet ill defined fox-eared manga furry family, and setting off towards the far-flung Dinosaur Planet, where I'm sure the cartridges grow on trees and the female population is entirely made up of Joanna Dark clones. To achieve all the tasks set before you and finally reach this fabled wonderland you'll need to switch between the pair quite often, but the changeover has evolved a little from the days of Donkey Kong's slick fives; nowadays a gigantic green man takes you in his hand, does something mysterious and no doubt romantic by the light of the setting sun, and abracadabra - instant sex change. Quite exotic.

Each adventurer also sports one of two dinosaur sidekicks, Tricky and Kyte. The amount of control you'll have over these characters hasn't been revealed yet, but no doubt it'll be something inventive, knowing Rare. Controlling the main character, on the other hand, will give you instant Zelda flashbacks, with the auto-jump-or-die-in-a-large-hole feature present, and the Z trigger auto aim also rearing its rather attractive head. When you find yourself in different situations in the game, the controller will adapt itself to the situation, providing you with different control sets to suit your needs, from solving puzzles to battling ten metre high beasts.

Dinosaur planet was, without doubt, one of the most beautiful games of E3, with many an innocent passer-by standing frozen in place before the monitors, twitching in the oddest fashion and drooling on their shoes. The size of the game's environments is nothing short of preposterous. You'll find yourself adventuring both day and night, and through a whole range of convincingly funky weather conditions, all rendered on one of the finest graphics engines to grace the

N64. The game's music was also quite spiffy indeed, adding perfectly to the mood of the settings, and had Troy bopping along happily. It's such a good soundtrack, in fact, that Rare have provided the MP3's of the game's tunes on its Dinosaur Planet homepage, for all the crazy, whack, crazy-crazy fans to check out.

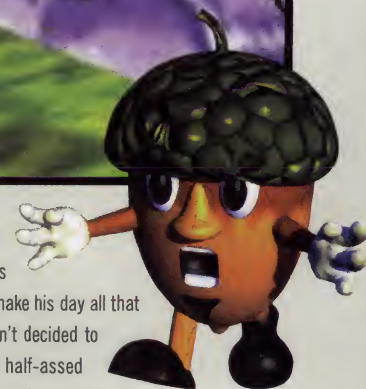
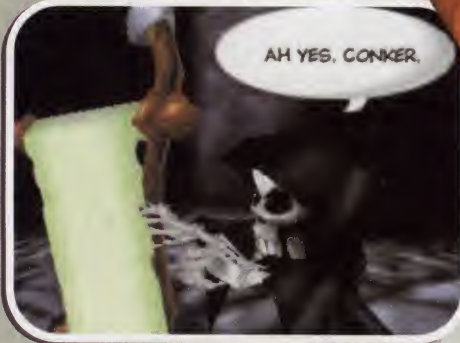
The final product will make use of the N64's 4MB RAM pak, and take up a whopping 512 megabits of gaming silicon, making good use of the extra space on this largest of carts to include hours of in-game speech, spunky cinematic FMV sequences, and hopefully some sort of de-furring nudey code. "Another great game expected from Rare" wouldn't be my most creative final take on this one, nor the most surprising, but I don't care, do you hear? This will indeed be another great game from Rare, so there. Ner ner, even.



GAMING DEVICES RARE CREATE A FEW MORE GIANTIC ALIEN WORLDS, JUST FOR LAUGHS.



# CONKER'S BAD FUR DAY



The long and winding road of N64 platformers has been one that hasn't produced any major changes or new innovations since Mario 64. Sure, there have been a couple of feature additions but nothing to wet your pants in anticipation of, or anything. That is, until now. Those funky ducks at Rare have come along and unveiled what is quite possibly the biggest change to the game style since Super Mario Brothers was released. Conker's Bad Fur Day is the game in question and from what we've been able to see of it, Nintendo's long held image of a system for the 'younger fellas' is about to come under some major scrutiny.

Conker was once known as the loveable squirrel we'd all like to take home to meet our parents; not anymore. Conker has had just about enough of everything, especially little kids hugging him and pulling his ears. The day has come for him to let it all out and do his darndest to make all and sundry have as bad a day as him. The name Rare attached to the title's credits is enough to assure us all that Conker's Bad Fur Day will be chock full of as much as can be humanly crammed into a cart and a little bit extra. Equipped with a frying pan, Conker's weapon of choice, you are entrusted with the

task of guiding Conker through a bevy of hilarious levels in an attempt to make his day all that much better. Rare haven't decided to wuss out and create a half-assed 'bad' game, instead choosing to use their whole-ass and make BFD as loaded with drinking, nudity, fart jokes and violence as possible.

One level, aptly named 'Golden Showers' for reasons you'll soon find out, sees Conker enter the domain of a number of liquored-up demons having a go at each other. Attempting to approach them causes his tail to begin to burn and life drains from the energy bar. Instead you must move to a locale marked with a light bulb and press the 'B' button. Upon doing this a cut scene will show the heroic squirrel chugging down on copious amounts of liquor until the 'drunk' meter in his eyes reaches the top and a cheesy smile spreads across his face. Conker is now totally and utterly wasted. In this state it is difficult for him to jump and his walking and attacks are staggered, however being full of liquid gives him one advantage that can help him dispatch those pesky demons. Hitting the attack button causes Conker to undo his fly and unleash a yellow torrent from the depths of his bladder. You are able to aim this and by splashing the drunken hoard you are able to 'extinguish' them. Needless to say, this is hilarious.

Above is just one example of the humour that will populate BFD and, as can be expected of anything brandishing the 'Rare' name, everything comes together to make this much more than just a laugh fest. The graphics utilised in the rendered environments and the animations of both Conker and his enemies are equal to if not better than those in any other title of this nature. Conker's controls are well implemented too, allowing him to engage in all types of far out situations. Conker's Bad Fur Day is probably my most highly anticipated game at this point in time and looks as though it will literally pee all over any other platform titles.



# LEGEND OF ZELDA:



It seems Link has grown a little tired of this whole exclusive-partners business, and fair enough too, when said exclusive partner is a Princess who's so hopeless that every time he's putting his feet up after another six weeks of rescue-the-dumbass, he's having to answer the door and find another "WeVE gOt yeR wOoMunn HeeR" letter on his doorstep. He's decided, in fact, that the best idea may well be to slap on some sort of disturbingly animal related mask, and head off and try his "magical abilities" on some of the other women of the Link universe.

This is a little different to the way Nintendo tells it, but we can read between the lines here. Nintendo prefers that we believe that Link has been transported to a strange world, a world so similar and yet different to his own, and filled with people he thinks he knows, but who have been inexplicably changed. You've stumbled here whilst in hot pursuit of Stalkid, the shifty bugger who's stolen the Ocarina of Time, and you've got every intention of retrieving it from his cold body. However, there are matters a little more pressing in this new world, namely the fact that the planet's moon is due to crash to earth in three days and destroy everyone and everything. Link becomes justifiably distracted by the course of these events, figuring perhaps it's fair enough that he spend the next three days doing what he can to avoid becoming quite dead, and hopefully the flutey thing will pop up along the way.

The gameplay, this time, centres around a series of magical masks, which provide Link with the various powers

he'll need to avert this disaster, and in three cases cause him to completely change form, inheriting the abilities and possibly the funky odour of his new shape. Examples include a mask that turns Link into one of Ocarina's Gorons, complete with the ability to smash obstacles and roll around at phenomenal speeds, and the Zora mask, which makes Link look all groovy and empowers him to travel underwater with the style and grace of an arctic penguin (yes I mean that, and no I'm not being sarcastic). No longer does one need metal boots to travel underwater. Not that you would in real life. But in Zelda you would have. Last time. But not now. You follow?

The other aspect of this game that really differentiates it from the first Zelda for the N64 is the extremely limiting three day time frame. You can't exactly wander around fluting amongst the trees like an acid soaked hippy, and attempting to be one with the animals when you've got a bloody great moon about to drop on your head. In fact, what may have seemed like fairly trivial puzzles had they been found in the previous Link adventure get downright intimidating as you begin to realize just how limiting your time frame is. Add that to the fact that you'll find yourself occasionally jumping about the timeline of the world once you find your Ocarina (like you didn't guess), and things begin to become quite hairy indeed.

The game's graphics didn't appear all that different to the previous Zelda, although the use of the 4MB ram pack this time around means more scenery and many more wandering loonies in the local towns. The controls are more or less the same, and while the gameplay itself isn't a huge leap over that of Zelda 64, a reasonable amount of development on top of the best RPG to hit a your system is a more than acceptable piece of sexiness for anyone who enjoyed Ocarina. Just what the doctor ordered in fact, to cure those finished-Zelda-forty-times blues.

## MAJORA'S MASK



Oh sir, that bizarre frog thingy mask is simply perfect on you. You'll be an absolute smash hit with the ladies. Come to think of it, ugly Bob could score wearing that thing.





## ETERNAL DARKNESS



It's interesting to see the extent to which Nintendo is moving towards making the system one that appeals to all age groups by releasing games that are geared to the older demographic as well as the youngies. Resident Evil 2 was one such example and there are a couple of other titles in the works that fit this grouping well. One such title is Eternal Darkness, which draws comparisons to the previously mentioned Resident Evil titles. From what we've seen however the game looks as though it will shoot RE in the kneecaps and then finish it off.

The story looks as though it will play a major part in ED as a whole and it has been designed with the intrigue of a best seller. It goes something like this, before humans ruled the earth there were a group known only as the Ancients who ruled the earth. They were not bound by the things that present day humans are, such as physics, nature or even ethics. Through the passage of time the species were pushed into the bowels of the planet, lying in wait until conditions were perfect for them to make their return. A number of secret societies on the face of the earth have been attempting to summon the return of the Ancients and are willing to kill anything and anyone in their way to reach their goal. They hope that in return the Ancients will give them power beyond comprehension yet they are in over their heads. The Ancients are going to come back and they plan to eliminate every single person on earth.

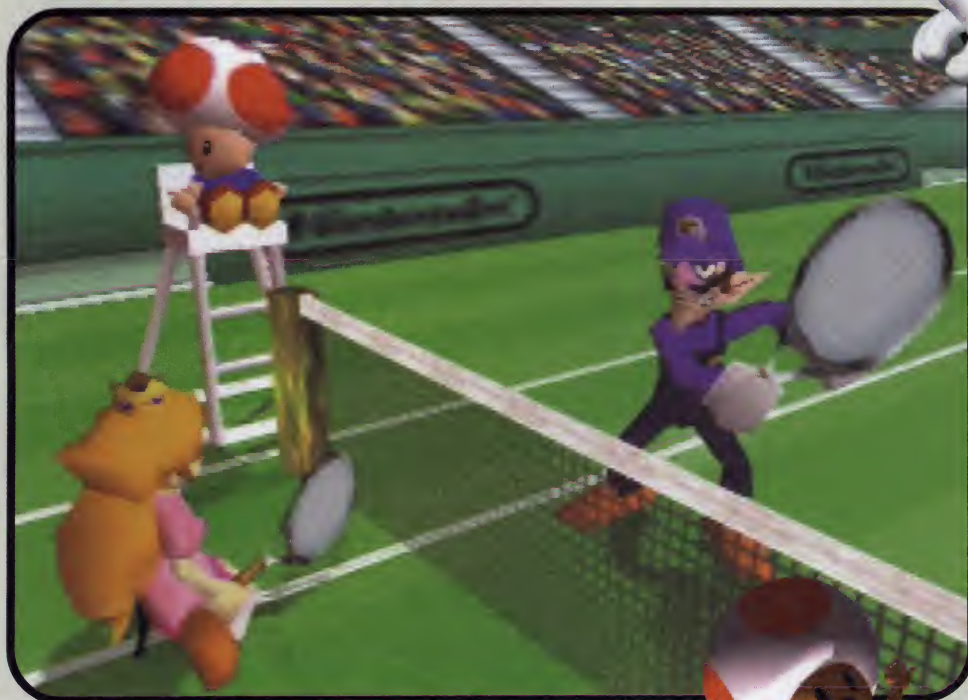
Perhaps the most interesting thing about Eternal Darkness is the way you, the player, are going to be able to stop the Ancients from making their 'triumphant return'. The player will take control of one of thirteen characters, stretching over a period of two thousand years. These range from a lowly monk of the past to a Special Forces soldier behind enemy lines. It will be imperative for you to work in conjunction with as many people as possible when you are in control because a united force is essential for beating the enemy.

The graphics engine utilised is also worthy of note. Although it is basically a third person title, the game's environment will also play a large part in the way you progress through the various stages. This is due to the fact that it's 100%, totally, completely interactive. Players will be able to move anywhere they please in the environment and utilise all manner of objects that happen to be lying around, such as weapons or tools. For example you may see a box and break it, you can then pick up the shattered wood and use it, melee style, to bust some heads. The engine used not only allows for total interaction but also looks spectacular, far surpassing anything we've seen before.

Eternal Darkness looks as though it will fill the void of survival horror titles on the N64. With an intriguing story, some highly innovative gameplay and a graphics engine superior to any other, Eternal Darkness looks set to be a classic.



# MARIO TENNIS



**O**kay. Alright. I'll admit it. I don't mind the occasional tennis game. In fact, I can be seen to get damn excited about it when I win, too. I don't care either, because I'm not alone. Anyone keeping a close eye on the Nintendo stand at E3 would have noticed folks in Rare T-shirts wandering up and surreptitiously wrenching controllers from small children, kicking them, and then proceeding to play unfairly long games of Mario Tennis, much to the dismay of said children. Which makes me just about as cool as the coolest game developers out there. Cool.

Coming straight out of Camelot, the same crew who gave us the surprisingly fabbo Mario Golf, Mario Tennis sports the quality control system and solid frame rate one expects from the polished Mario series. It's just as well too, because it moves along at quite a snappy pace which, combined with the numerous play modes, abundant characters and intuitive controls, make for an almost criminally enjoyable and quite hectic multiplayer experience.

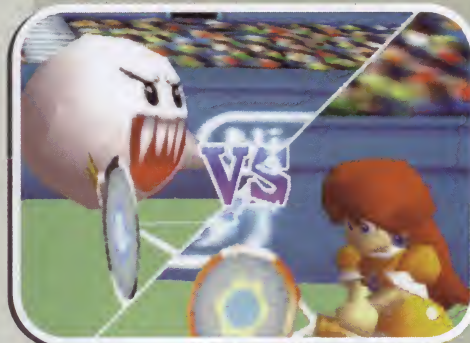
The game itself is simple to jump into, but don't let that fool you. Camelot have provided you with a full compliment of tennis shots, including smashes, volleys, lobs and cross courts, along with control over the power of every variant on these swipes, all from the use of just the analogue stick and two buttons. Bloody marvelous stuff.

Sixteen different characters are available to select from, including all your favourites like Mario, Princess Peach, Toad, Bowser and Boo, along with the new and wondrous Waluigi. By the "new and wondrous Waluigi", I of course mean "pfft, that's what we need, a Luigi clone of all

things". Still, it's a cool game, and I'm willing to let that slide. Like Mario Kart, each character has a fairly obvious relation between their size and their power and speed, so those who prefer speed about the court will be able to pick the Princess, and those of you who don't actually want to swing like a girl can pick a proper character like Bowser or Toad. No doubt Toad will be the best player, just as he was in Mario Kart, and if I we're to play you in this game I'd pick him before you would and I'd kick your ass. Then you'd probably cry and complain about it, and I wouldn't care. I'm Toad, and Toad's the man, so deal with it.

MT contains all manner of play modes, from the normal singles and four player doubles through to the chain-suspended, swinging court, Mario Kart power-up based magical extravaganza. One of the more interesting and unique game modes (for a tennis game) is the Ringshot mode. That's right the Ringshot mode. In this mode you find yourself trying to spank your shots through magical golden rings that appear on the court for shorter and shorter periods, ever more rapidly. Gosh, eh?

I expect most of us will find ourselves using Mario Tennis as the all important multiplayer come-down game for our inevitable six hour deathmatch sessions, come this summer. We'll need it to avoid throwing down control pads and madly hacking apart our fellow gamers in a fit of post deathmatch bloodrage, and I really can't see myself taking to someone with a tennis racquet post-Mario. Mostly because I don't have a tennis racquet, but I imagine you know what I'm getting at here. Wait for it to come out, then buy it.

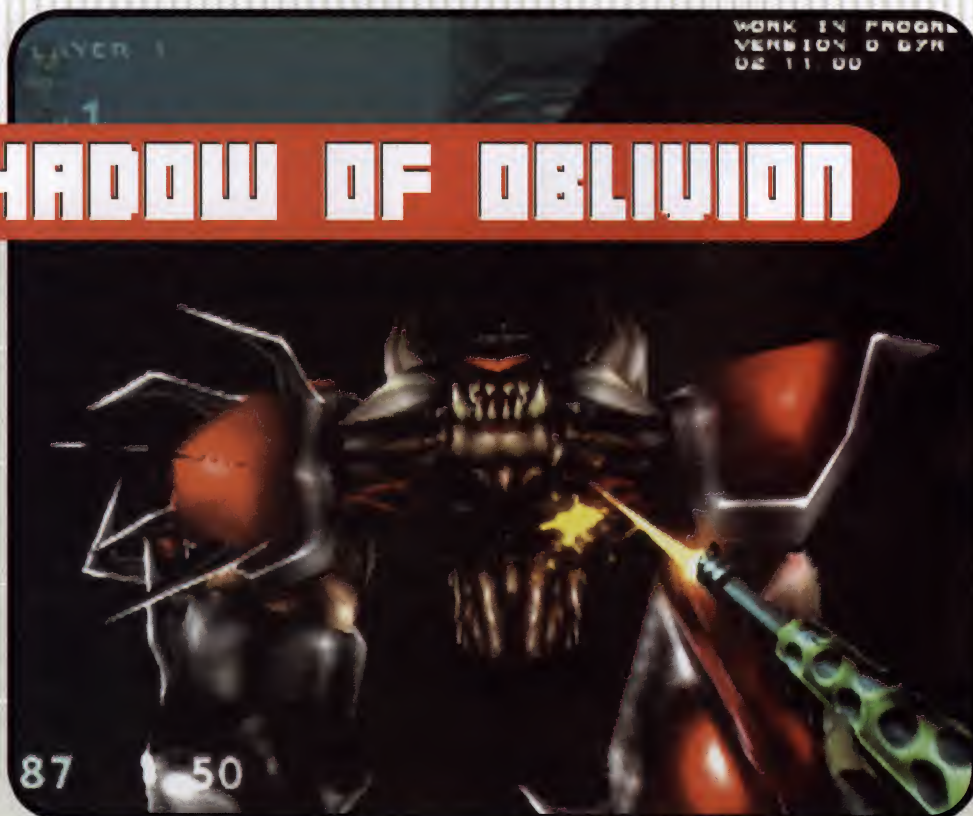


SO, YOU LIKE SURPRISES, EH? WELL HERE'S ONE FOR YA - MARIO TENNIS IS GOING TO ROCK. QUITE HARD, EVEN.



# TUROK 3: SHADOW OF OBLIVION

EVER WANTED TO GRAPPLE WITH TUROK'S SISTER IN A STEAMY, DINOSAUR INFESTED JUNGLE? I KNOW I HAVE.



The first year of the new millennium is no big year for N64 third-party development, but Acclaim will hear no such nonsense when it comes to the fourth in the somewhat lovely Turok series, Shadow of Oblivion. The focus of Turok has moved away from the hardcore multiplayer nature of Turok: Rage Wars, and has taken a leaf from the book of the original Turok, focussing instead on an involving and original single player jaunt about the countryside.

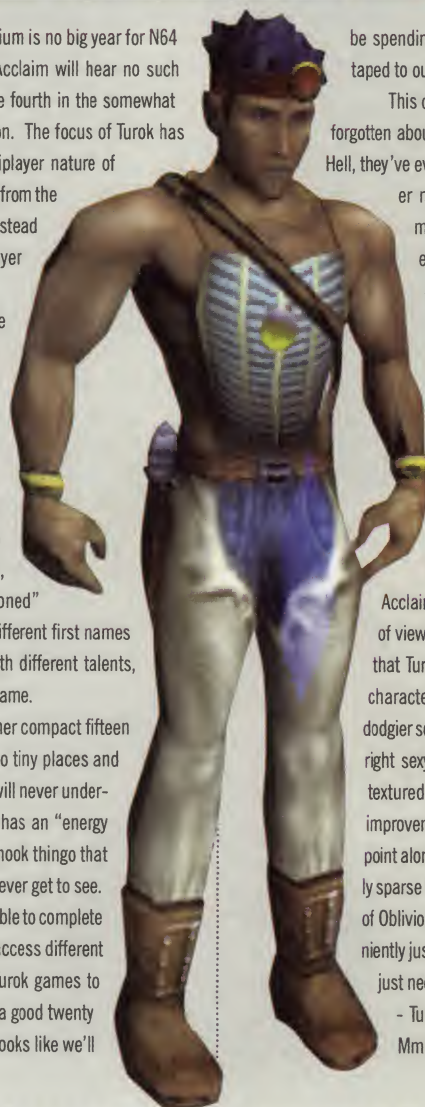
With Turok 3, the term "single player" isn't entirely appropriate, and I think I'm going to call this one "single player and a half" instead, because I can't come up with anything better. There are now two characters available to choose from at the start of the game, Joseph Fireseed and his, no doubt, feisty sister Danielle Fireseed, both siblings of the "decommissioned" Joshua of old. Not only do they have different first names (oooooh), they've also been gifted with different talents, and completely different paths in the game.

Josie boy, as I call him, is a rather compact fifteen year old, and as such can squeeze into tiny places and enjoy fart jokes on a level his parents will never understand. His sister, on the other hand, has an "energy grapple", a type of spiritual grappling hook thing that can get her to places her brother will never get to see. Loser. As a result, each player will be able to complete different challenges in the game, and access different areas, so really you've got two new Turok games to play. Add to that the fact that there's a good twenty levels for each of them to play, and it looks like we'll

be spending quite some time with feathers gaffer taped to our foreheads once this one comes out.

This doesn't mean, however, that Acclaim has forgotten about multiplayer freaks, such as ourselves. Hell, they've even thrown in several different multiplayer modes, including a nasty-ass paintball mode, and sports four, count 'em, four players in split screen mode. One of the main complaints we had with Turok: Rage Wars was the design of the multiplayer arenas, and their ability to foster the habits of filthy, smelly campers. I'm willing to take it on faith that with 36 levels available in T3, we should be able to find something playable.

Graphically the game is a mixed bag. The game looks not much different from Rage Wars, however, according to Acclaim T3 will feature "a 30 degree wider field of view with two to four times the draw distance that Turok 2 had, and a better framerate". The characters themselves range from some of the dodgier seen on the system, through to some downright sexy armed-snakey things and marvelously textured horned monstrosities. Other general improvements, like the ability to finally save at any point along your adventure, rather than the painfully sparse save points of Turok 2, should see Shadow of Oblivion do well once it hits our shelves, conveniently just in time for the Christmas rush. Now you just need to decide what you want for Christmas - Turok 3 or a second copy of Perfect Dark. Mmm, Joannnaa.





# HEY YOU PIKACHU

"Pik-AH-CHU! Pik-AH-CHU! Pika! Pika! Pik-AH-CHU! Pika! PIKA!" - Pikachu's take on the new 'Hey You, Pikachu' title from Nintendo.

It's only taken a year of enormous success in Japan and the cries of millions upon millions of pokemon crazed children across the Western world, but some bright spark marketing exec has finally realized there may be a chance that Hey You, Pikachu! could "work" in our market. Here's to geniuses.

On a much lighter note, which is the only real note to be on when considering anything Pikachu related, Hey You looks like quite the groovy toy. Consider the sight of Troy and James having Pikachu-offs about the office, where each loads their memory packs into two of our vast array of Gamer N64's, and then begin the judging of who's small yellow pokemon is the most maladjusted, man fearing emotional wreck. Many hours of screaming "stupid!" and "Praystation!" into the N64's custom Pikachu microphone is seen by the esteemed Mr Ellis as the only way to truly master this title, the first ever console game to support speech recognition, and of course coming out of Nintendo.

Hey You, is being marketed by Nintendo as more of a new form of "toy" than a game, possibly in order to justify the hefty \$89US price tag, and finds Pikachu stationed in an appropriately pretty and acid-happy forest, where folks can play with, train and chat to their friend for endless hours in a quest to make Pika their own personal bestest buddy. I would have liked to have seen some of the other Pokemon in here, replete with separate personalities and vocabularies, but hopefully that will come in some form of inevitable sequel. At E3 the title seemed mostly translated to English, and was happily recognising English voice commands. We expect to see it hit our shores around August.



# POKEMON PUZZLE LEAGUE

Tetris Attack! has never looked so Pokemon Puzzle League.

Here's a question: "Is it really possible that there are great big piles of people out there that would happily buy Tetris Attack! again, provided someone took a few weeks out to replace all the graphics with pokemon-centric imagery?" The answer, you idiot, is "Yes, you idiot". Fortunately, Pokemon Puzzle League is more than just a new cover on a very, very old book. Not much more, but at least a bit. Ash and his live-in life partner, Pikachu, are out to do horrible things to the probably very pleasant Puzzle Master, and it just so happens that they're going to have to destroy some innocent coloured blocks along their self-serving road to power and glory.

Lining up three blocks will destroy them, you can swap two blocks, leftovers will rain down upon your foolish opponent, yada yada Tetris. It's not so much the tried and true game mechanics as the multiple gameplay modes, six in single player and three unique multiplayer modes, that will keep people playing Puzzle League after the initial post-purchase-hardcore-pokemon-fix-haze has cleared. Included will be a straight-on two-player destroy each other mode, along with such eccentricities as the "Mimic Mansion", where you will attempt to mimic the Puzzle Master himself, no doubt in order to slide

into his honourable position and to take advantage of his unknowing Puzzle Mistress, once you have deceived and destroyed the poor man.

As much as I'd like to play this game, I still feel it's my responsibility to call upon censors to stop this bloodthirsty, anti Puzzle Master extremist nonsense making it through to innocent gamers on Nintendo 64 around October, and Game Boy Color shortly after. Hang on. Ah, I see. Ash is the GOOD guy? Screw it, I'm not writing this again





# PAPER MARIO

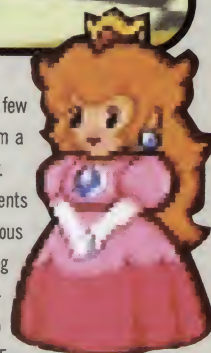


**T**hink ye know Mario do ye? Figure it'd be a Perfect-Dark-free day in the N64 Gamer offices before Miyamoto could surprise ye, eh? I suppose you're the type who assumes the sequel to the heart palpitation inducing goodness that was Mario 64 is going to be some sort of 3D here-we-go-again-but-bigger repeat performance? Well, you certainly haven't been paying attention to Nintendo for the last decade or two. Nintendo do not play fair with those that would try to predict them.

The aptly-yet-oddly titled Paper Mario is more of a 2 1/2 D RPG than anything else, although it unsurprisingly defies so simple a description. The game's characters are now heavily outlined paper cutouts, who run about in lush 3D worlds, moving along side-scrolling paths with limited movement into the screen's depths and doing lots of butt stomping and head smashing as usual, with spates of running vertically into the depths of your environments. If you weren't confused enough, head off to the boss and into complete 2D, for a bit of turn-

based battling, then get excited and do a few spins, looking like a coffee coaster from a Nintendo Wine and Loose Women dinner.

In order to battle these opponents you'll need to become friends with various filthy cretins that inhabit your sparkling world, such as bobombs and their ill-begotten ilk, who can then be asked to help you with their particular attacks. For those of you unfamiliar with turn based battles, it means you attack when it is your turn, so once it's Mario's turn to beat on his foes he can choose to pull an item like a hammer, or call on one of his friends to do damage, and so we progress. It's Miyamoto, it's different, and it's beautiful to watch. It's also coming out around October or so, when you'll all be apologizing to me and wondering how you could have doubted me.



# BANJO-TOOIE



A bear, some lemon shorts, a bird and a backpack. Such an obvious formula for success, but it took Rare to come up with it.

**A**s primary second-party developers to our beloved Nintendo, Rare have no intention of giving up on our even more beloved Nintendo 64. While they're at it, they see no reason to give up on the 3D platformer where's-Mario-I-was-sure-this-was-Mario genre, either. Enter the second in the Banjo series, with just enough new features to make you come back for more bird and bear love festival action.

The most obvious change to the game is that Kazooie has finally grown himself a pair, and as such uses his newfound courage to finally leave Banjo's backpack, to ends not yet announced by Nintendo. Both he and the furry one come replete with a whole new range of moves, and can now also hand control over to Mumbo, the spasticated shaman, to cast love spells on unsuspecting passing squirrels. I imagine.

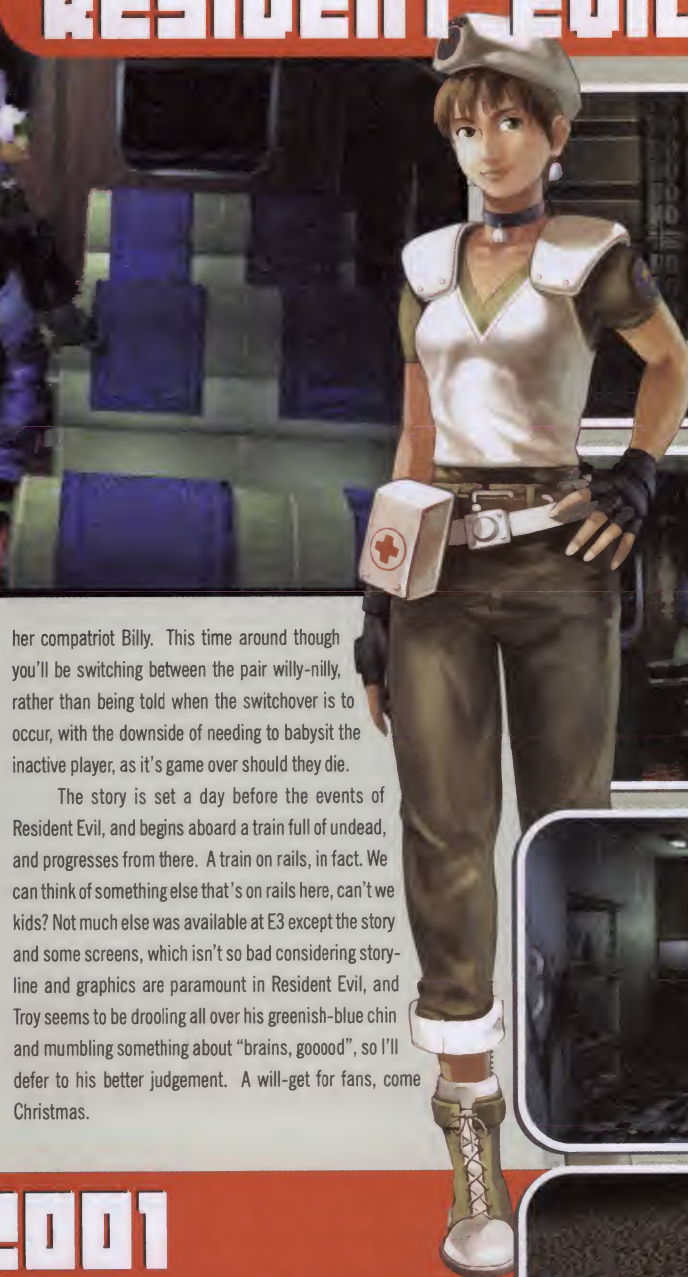
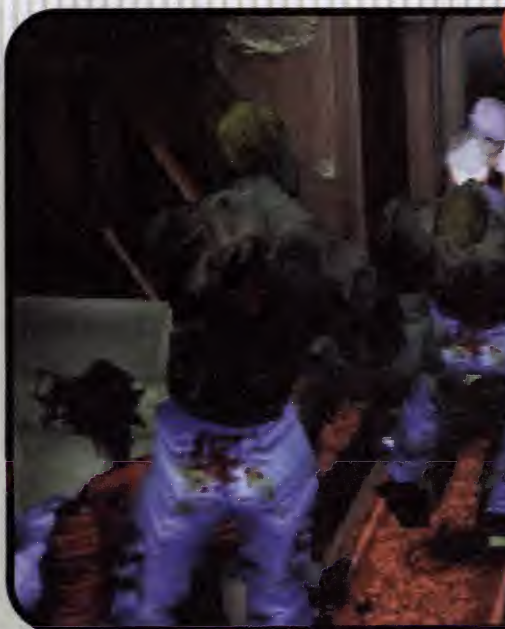
The game is absolutely huge according to Rare, with 150 different characters, 150 distinct areas and nine worlds, complete with a big Boss type fella. With at least one mini-game for each



world, several four player modes and options for widescreen and surround sound, it's no wonder Rare isn't finished yet. Late July is the expected shipping date though, so if you're the type who finds great humour in the idea of a bear wearing lemon shorts, or gets any form of unspeakable gratification from seeing a bird strapped to said bear's back, then start saving.



# RESIDENT EVIL ZERO



**T**he Resident Evil setting has, for some time now, and for reasons I don't quite understand, been one of the more popular places to hang out on just about any of the big consoles. I need only two words to describe the series: "clomp, clomp". This is what I hear as I watch some demented failed Hollywood scriptwriter taking us through disc after disc of too-boring action, wandering around as a far-too-dodgily animated character battles with too-constricted control.

However, I can understand how you people may like such a title; hell, I'd still be playing Uni-Rally on my SNES if I hadn't given it away to salvage what was left of my sanity and get on with my life. After all, the latest addition to the genre-defining series does look extremely sexy, and looks set to be just as polished as its brethren. For those that do wish to hand over a portion of their life to this game, you'll now be taking control of Rebecca Chambers, one of the people that was saved in the first Resident Evil title (on the PlayStation), and

her compatriot Billy. This time around though you'll be switching between the pair willy-nilly, rather than being told when the switchover is to occur, with the downside of needing to babysit the inactive player, as it's game over should they die.

The story is set a day before the events of Resident Evil, and begins aboard a train full of undead, and progresses from there. A train on rails, in fact. We can think of something else that's on rails here, can't we kids? Not much else was available at E3 except the story and some screens, which isn't so bad considering story-line and graphics are paramount in Resident Evil, and Troy seems to be drooling all over his greenish-blue chin and mumbling something about "brains, goood", so I'll defer to his better judgement. A will-get for fans, come Christmas.



# MADDEN 2001

**M**adden 2001 was very nearly complete at E3 this year, with little visual evidence of its unfinished status. The game already looks better than any past Madden for the N64, what with all the funky shadowing on the team uniforms, and some slightly less cartoony looking player models. Now that would normally make up most of the preview for a new sports game, along with some tosh about a bunch of extra players and the option to modify the spelling of players maiden names mid-season or some other useless crap.

No such trivial changes here. In the words of one of my fellow high school inmates, EA Sports next gridiron romp will have fans "creamin' in their strides". "Bring on the playbooks" you'll say, when you know what the hell that means. It means that EA have somehow managed to con NFL coaches into handing over a collection of their team's actual signature plays for your amusement. This will allow you gridiron fanatics to not only pick a

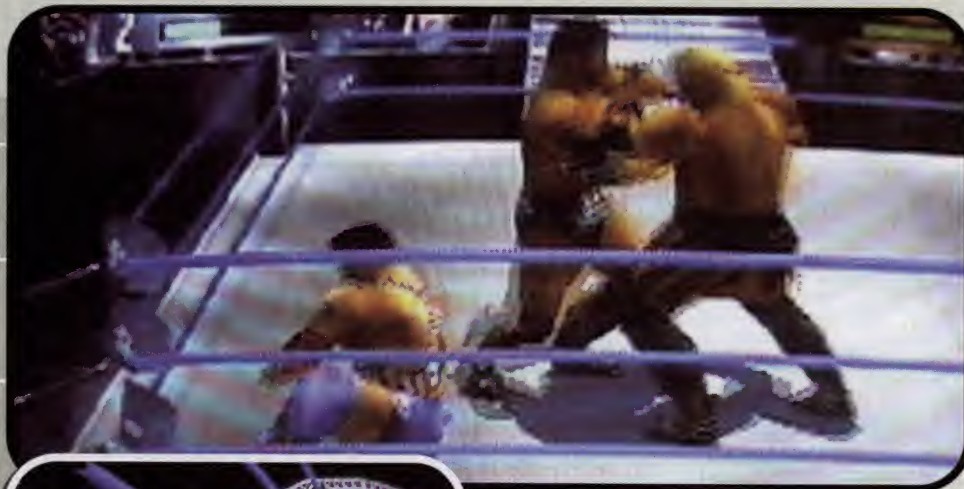
bunch of textured polys with what looks like your team's faces mapped on, but to have them actually make the plays you expect from your boys. Not only that, you can apply a team's specific playbook to any other team, and no longer have your boys suffering from the in-breeding that defines your hometown, but rather gifting your home squad with the ability to do something other than chase the other team's mascot pig. A most worthy addition.

Combine that with the new play modes, including a two-minute-drill mode where every possible advancing move and stylish swagger will gain you pinball-style avalanches of points, and the fact that it's another Madden title, and this one should have a lot of trouble staying on the shelves. Just as well we say, because titles as well executed as these deserve some support for giving us a yardstick against which to measure the efforts of so many paddle-pop-stick-and-sticky-tape developers out there.



# WWF NO MERCY

Can you come and put your head on this steel staircase for a second? I just need to go grab a folding chair?



As with all things WWF, No Mercy for N64 is of course, bigger, louder, and even more ridiculous than last time. This is of course precisely what we wanted from THQ's sequel to Wrestlemania 2000, so as you can imagine we here at N64 Gamer are quite pleased with the potential here. James can be seen around the office slapping his own hiney, in fact, and muttering something or other about what "The James is cookin' ", then developing a funny look about the eyes and charging the letterboard head first, followed shortly after by uncontrollable sooking.

The first thing you'll go all retarded over is the updated player roster. Alongside our boy The Rock and his compatriots from WM2K, we've now got new additions like Chris Benoit, Kurt Angle and the ever-dodgey Rikishi, who not only come complete with signature rock-up-to-the-ring sequence, but also proceed to carry on with their own particular brand of general nonsense once they enter the ring.

Several of the sixty five wrestlers will now sport their own favourite weapons after delving into the crowd, which they can then use to beat the living crap out of any fool stupid enough not to have grabbed a more impressive weapon from some other piece of trailer park trash. Weapons don't disappear anymore either, so know you can pick that chair back up and finish what you started with the fat ass who knocked it out of your hand in the first place.

Several new arenas have been added for you to beat that fat ass in as well, including the spanky fresh Smack Down ring. You can do battle in several different modes in these funky new sets, including Ladder Battle and Guest Referee, in which the rules get even more vague, and where you can pull off such nonsense as the "adjustable-speed pin counts" and all other forms of tomfoolery. It will be interesting to see if it's at all possible to play a wrestling game with no real rules, titles that pop up for grabs at completely improbable moments, and up to four weapons lying about the ring at any one time. I guess the more important consideration is "Who cares, I'll kick your ass anyway."

# MEGAMAN 64

Megaman, Megaman, does whatever a.. mega.. can? Hmm...



When Capcom, after long years of "we'll have none of this cartridge nonsense" resistance, finally caved and began to develop titles for the N64, I'm sure we all got a little excited. Far from the least of these reasons would be what appears at first site to be a midget in very cute blue armour, and his puppy. On closer inspection he looks a lot more like a great big bloody explosion, your entire life condensed into about two seconds, and then a long, bright tunnel leading to a warm and loving light.

Enter Megaman 64, a reworking of Megaman Legends from the PSX, only much, much better, being on the N64 and all. The title was something of a real-time RPG/action crossover, with huge worlds to explore, lots of storytelling and of course, Megaman. The Nintendo version is to stay true to the PSX, with a few graphical enhancements, somewhat more "condensed" though still huge levels, and the analogue stick support that was so painfully missing from the Sony port. The game is also



quite long and sports a nice, gradual but unmistakable rise in difficulty level, to the point where your control of Megaman needs to be near second nature. As such, it sounds like the perfect game to appease Megaman fans everywhere that have so desperately craved the presence of our hardcore midget friend for so long.





# SAN FRANCISCO RUSH 2049

**Flying cars, except they don't, but they sorta are. You know.**

No doubt most of you have seen San Francisco Rush in one of its incarnations by now, a series in which ex-gaming-deities, Atari, race you around the disturbingly bumpy city of San Francisco, providing you with the whacked out, high airtime, building-leaping physics of a stunt racing title combined with the beauty of an inventive futuristic environment running on a solid 3D engine. The series shows so much appeal that two previous versions have already made their way onto our beloved console, and the third in the series looks to be a fitting successor to the title of "funnest racey fly-ey fing around".

2049 is already doing the rounds of the arcades and was shown at E3 to be virtually complete on the N64, bar final tweaking and the obligatory interface prettifying, but already includes four stunt courses and two additional city tracks you won't get in one of those silly pay-per-play units. It looks extremely likely that the title will comfortably make its announced release date of September 31, and I'm glad.



# POLARIS SNOCROSS

yet-unheard-of-by-anybody Sea-doo Hydrocross, comes the actually quite funky looking Polaris Snocross. I had no idea people did this stuff; I thought snowmobiles, for looking slick, rescuing dumbasses, and the occasional snowbunny kidnapping.

Well, people really do get up to this business, and in this title you'll be taking control of your own personal lunatic and their amazingly resilient, high flying snowmobile, and cutting sick across a slew of unique snowy-mountain-nutbag-rampage snocross tracks. Pull such moves as the "where's my napkin", the "I left my colostomy bag in Pennsylvania", and everybody's favourite, the death defying "tea-cosy." Even get to stuff snow down your pants to ease the swelling from the iffy landing on your last "Jesus Christ Badger" attempt. Definitely sounds like it could be worth a look, then.



Had enough of the absolute avalanche of badass motocross games to hit our funky graphite box yet? No? "What avalanche?" you say. "We wish," I hear you mumble? Ah well, you can forget cruddy motocross titles anyhoo, because Vatican entertainment have decided to bring us something much more, well, snowy. From the very same people who've almost completed the as-

# MIA HAMM SOCCER

While before E3 we heard that 2000's first soccer game was to be Silicon Knights' World League Soccer. A good bit closer to E3 it seems the developers and their publishers, Southpeak, realised they needed something more to make a passable but uninteresting prospect turn into hot property. Thus was born the concept of Mia Hamm soccer, based around America's Soccer playing wonder, and coincidentally extremely attractive piece of sporting totty.

The game looked quite exciting, sporting twenty-three different animated special moves, which are available to players from over fifty

international women's soccer teams, including the entire American league. Diverse weather conditions, ten different stadiums and voice overs from Hamm herself and ESPN's Wendy Gebauer combined to make what looked like a promising game. Unfortunately the game's showing at E3 was not quite so promising. The less than convincing control system, seemingly constantly-distracted teammates and universally identical players make for what could be an very uninspiring title. The developers are still quite a way from releasing the product, so let's just hope it was an overly zealous early showing driven by E3 mania, and that we'll be seeing a very different product come release day.



perhaps hers is not the most elegant name in soccer, but mia hamm knows how to kick, and hard. keep that in mind.



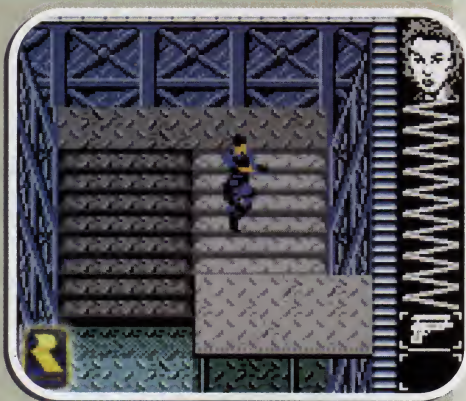
# GAME BOY COLOR



## E3 COVERAGE

64 fans weren't the only ones with plenty to drool over at E3 this year. The handheld contingent were out in force and with the Game Boy Color really starting to bloom, a shovel load of brilliant looking titles were on display. We've gathered a few of the best-looking games together to give you an overview.

### PERFECT DARK



Not 64 owners aren't going to be the only ones that will be able to see Rare's lovely Joanna Dark flaunting her stuff. A Game Boy Color version of the game is on the horizon and we were able to get a little bit of time with the cart at E3. The first thing that stood out to us was the animation of Joanna as she moved through the levels. To say it was outstanding would be a blatant understatement, I would lean further towards perfection and it certainly oozes with the greatest amount of fluidity that I've seen on the system. The major strength of PD so far is the wide array of smaller style games inside the main game. Not only is it a simple top down action affair but also various other tasks must be entered into to complete the game. These range from sniper modes to an overhead driving adventure with the promise of many

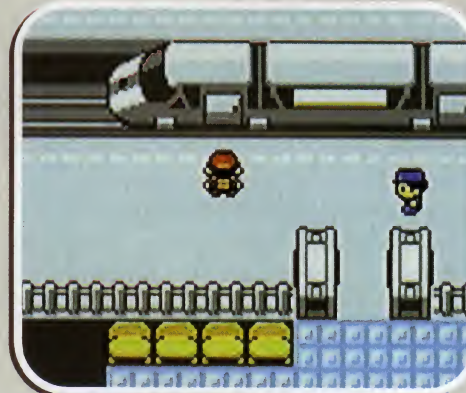


more to come. Rumour has it that both scrolling shooter and action style levels will also be part of the finished product. I can't wait! The best part is that the game isn't even near completion, meaning that in six months time we could quite easily have the most comprehensive Game Boy title ever.

### POKEMON GOLD/SILVER



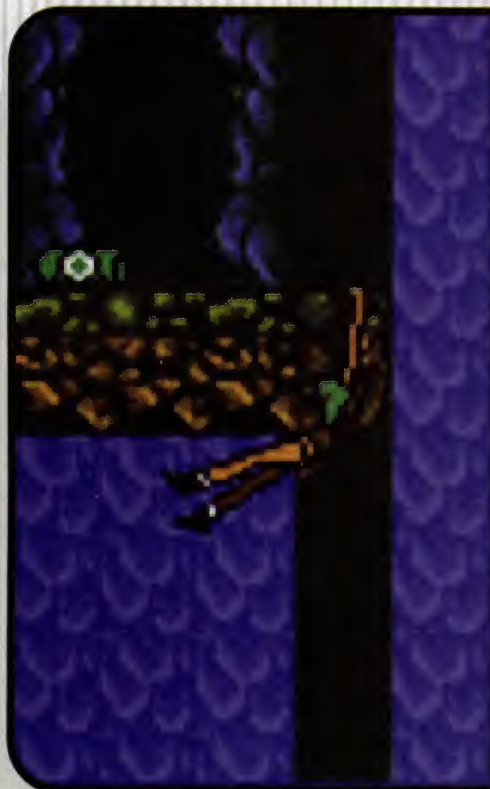
What would a Nintendo booth without Pokémon be? Probably still a Nintendo booth but it wouldn't feel complete. Sure enough, the rumours surrounding the new Silver and Gold versions of Pokémon are true - the game is swimming with all kinds of new features and a host of new creatures for you to ummm... play with. The graphics are one of the main things worthy of note as it is obvious that these titles are being made with the colour system in mind, even though you can play them on the monochrome Game Boys. All the pocket monsters are brightly coloured and the environments that you will explore are also worthy of note. As the game features a completely new story it is no surprise to see a plethora of new Pokémon available for you to collect, in fact 100 brand spanking new animals are ready to be gathered. As in the other titles you begin your quest at the house of the professor and are asked to choose from one of three Pokeballs, each containing a completely new Pokémon. This done, you continue on your merry way in similar fashion to the previous Pokémon outings. From



what we saw everything looks updated and the new adventure is definitely worth a look. We were told to look out for it around Christmas this year.



# TOMB RAIDER



After we'd finished ogling at the impressive Lara Croft model, we dazedly made our way to where the game was being demonstrated. It was thought initially that this would just be another GBC platformer that would have us yawning in no time, thankfully we were wrong. The first thing that struck me was the detail that had been put into constructing Lara's sprite. Gone are the stiff, poorly animated characters of old and in is the new style that has Lara utilising 2000 separate frames of animation. It has to be seen to be believed. This Game Boy Color only title is nearing release and we could tell that the version we were playing was quite polished. Some of the things that

caught my eye included the digitised speech and FMV cutscenes. It is mind bending to see how much power developers are squeezing out of the Game Boy system and it looks as though us gamers are going to be the ones to benefit! As with most of the GBC only titles, the graphics are rich in detail and the game's environment is fully colourised. Lara herself is multi-talented, with the ability to dispatch enemies via the use of her twin... pistols. With the addition of various puzzle elements to the gameplay, Tomb Raider for GBC is looking and playing like an A class game and was certainly one of the most promising on display.

# LEGEND OF ZELDA:

## MYSTICAL SEED OF POWER

Any mention of a Legend of Zelda title is sure to bring gamers flocking from all over, and this was exactly what happened at E3 this year. After beating our way through the thick crowd we were able to take control of the game. Legend of Zelda: Mystical Seed of Power is the first in the Tri-Force series of Link games for the Game Boy Color. It is planned that these games will house a brand new story in the LOZ universe and all three will be required to finally complete the saga. This will be implemented in that the performing of one action in an earlier game that will have particular consequences in one of the latter titles. Quality radiated from this game, as one has come to expect from anything bearing the Nintendo insignia. Naturally the graphics and sounds are amazing but it is some of the new features in the game that I'd like to talk about. Firstly two new characters (initially, more appear



later in the game) will join Link on his quest, namely a Kangaroo called Ricky and a witch-like girl by the name of Maple. The interesting thing here is that Link will be able to utilise their help to complete set tasks. For example, if he gets in Ricky's pouch he will have the ability to jump higher and punch. These sorts of things are what Nintendo are famous for and believe me; they add plenty to the gameplay.





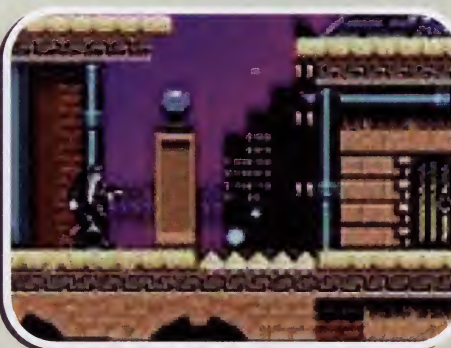
## ARMY MEN II



Being packed into a crowded convention center is enough to make anyone want to dish out some punishment; thankfully we found the 3DO booth in time. Building on the original game of a similar name, Army Men II sees you as leader of the green army attempting to rid the house of your tan counterparts. The game is looking and playing particularly nicely and the best news is that it will support the link cable for some deathmatch or capture the flag action. Watch out for this one when it hits stores in a couple of month's time.



## MEN IN BLACK: THE SERIES

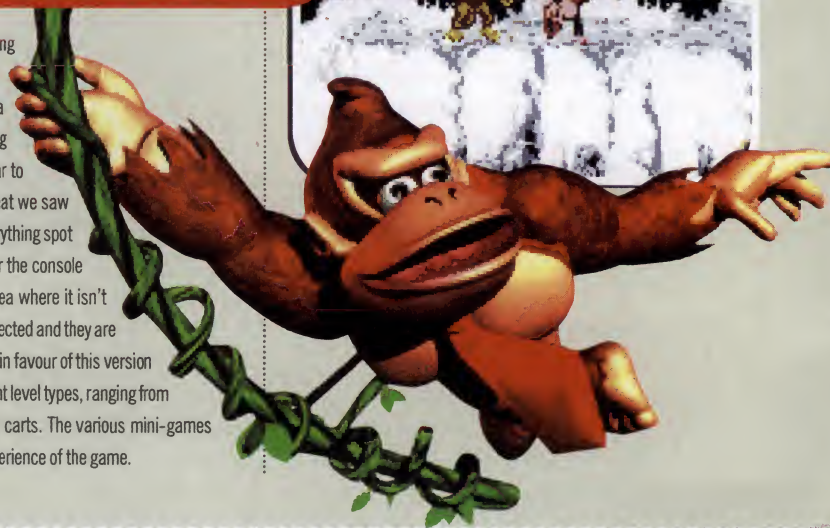


It looks like Jay and Kay are back in their suits, at least from what we've seen. MIB2 has the player in control of the two agents in a side-scroller that expands on the story of the original, MIB. Surprisingly the game plays incredibly well and happened to stand out from the dozens of other games of the same nature. The graphics are decent and the story is actually quite interesting, it looks as though Crave may have something decent on their hands with MIB2.

## DONKEY KONG COUNTRY



Remember Donkey Kong Country for the SNES? Well Rare are making a port of it for the GBC and in doing so are trying to make it as similar to the original as possible. From what we saw it appears that Rare have got everything spot on, in most cases improving over the console version. The graphics are one area where it isn't as good, however, this is to be expected and they are awesome anyway. The real point in favour of this version of DKC is the wide array of different level types, ranging from under water to the familiar mine carts. The various mini-games included also add to the total experience of the game.

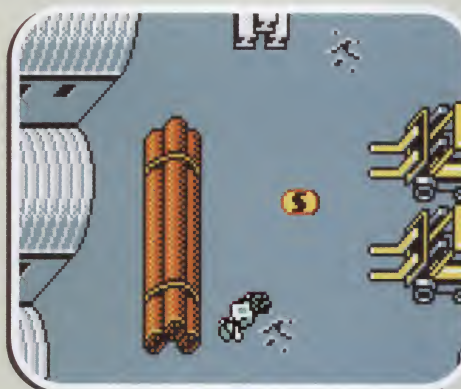




# TONY HAWK SKATEBOARDING 2



I had only just recently recovered from playing the horror that was Tony Hawk's Skateboarding when I happened to notice a dense population around the Activision booth. After beating some American guy with my bag of goodies I proceeded to play the latest in the Tony Hawk's franchise and believe it or not I was pleasantly surprised. You are able to use one of twelve skaters and bash your way through a similar set up to the first game, a half-pipe section and a street skating section. As before the half-pipe mode is a lot of fun and the new array of tricks and combos only enhance the fun. The big surprise was the street section, which has been totally redone and will now allow you to pull off all kinds of 'sick moves' including combos. Activision really look as though they're on the right track with this one.



# LEGO RACERS

At first I thought it was a rendition of the arcade classic 'Crazy Cars' but then I noticed it was Lego Media's spangly looking Lego Racers. This isn't just another racing game, it is so packed with features that one may be excused for thinking this was a console title. The main and most outstanding feature of this game, in my opinion, is the ability to build your own cars using Lego blocks of your choice and then enter them into competition on any of the twelve tracks. The game plays superbly and the different powerups make your quest to meet the 'Rocket Racer' all the more enjoyable. Just quietly, I was blown away by this and feel it could be a sleeper hit.



## 3DO

- Army Men II
- Army Men: Air Attack
- Heroes of Might & Magic

## ACCLAIM

- Fur Fighters
- Mary Kate & Ashley: Get a Clue
- South Park Rally

## ACTIVISION

- Matt Hoffman's Pro BMX
- Spider-Man
- Tech Deck
- Tony Hawk Pro Skater 2
- X-Men: Mutant Academy
- X-Men: Mutant Wars

## CAPCOM

- Mega Man X
- Metal Walker

## CRAVE

- MIB 2
- Dragon Dance
- Supershot Robot Golf
- Ultimate Fighting Championship

## CODEMASTERS

- Cannon Fodder
- Pro Pool

## ELECTRO SOURCE

- Microsoft Entertainment Packs
- Flintstones: Burger Time
- Bugs Bunny Crazy Castle 4
- Vigilante 8: Second Offence (GBA)
- Star Trek Invasion (GBA)

## INFOGRAVES

- Alone in the Dark 4
- Driver
- Looney Tunes: Alert!
- Wacky Races
- Rocky Mountain Trophy Hunter
- Test Drive Cycles

## KEMCO

- Batman Beyond
- Runelord
- Tweety's High-flying Adventure
- Daikatana
- Territory

## KONAMI

- Woody Woodpecker Racing
- Monster Force
- The Grinch
- Airforce Delta
- The Mummy
- ESPN 2Night

## LEGO

- Lego Racers
- Lego Action Team
- Lego Island

## MIDWAY

- Toonin'
- NFL Blitz 2001
- NBA Hoopz
- Ready 2 Rumble 2
- Cauntlet Dark Legacy
- Cruis'n Exotica
- San Francisco Rush 2049

## NAMCO

- Mr. Driller

## NATSUME

- Legend of the River King 2
- Harvest Moon 2
- Qix Adventure
- Return of the Ninja
- Lufia: The Legend Returns

## NINTENDO

- Pokémon Gold/Silver
- Pokémon Puzzle League
- Legend of Zelda: Mystical Seed of Power

## PERFECT DARK

- Alice in Wonderland
- Pocket Soccer
- Warlock
- Donkey Kong Country
- Little Mermaid Pinball Frenzy

## RED STORM

- Roswell Conspiracies

## ROCKSTAR

- Austin Powers: Oh Behave
- Austin Powers: Welcome to my Underground Lair

## SCI

- Alfred's Adventure
- Cool Bricks
- Titanium Angels
- Carnageddon TDR 2000
- SWIV
- Thunderbirds

## SIERRA

- Sabrina the Teenage Witch
- Hoyle Card
- Hoyle Casino
- Hyper 3D Pinball: Thrill Ride

## SIMON AND SCHUSTER

- M&M Mini Madness

## SNK

- MP3 Player
- Dynamite Slugger
- Faselei
- Neo Baccarat
- Pocket Reversi
- Picture Puzzle
- Cotton
- Evolution
- US Wrestling
- Cool Boarders Pocket
- Cool Cool Jam

## SOUTH PEAK

- Dukes of Hazzard
- Toca Touring Car

## SUNSOFT

- Blastar Master: Enemy Below
- Moomins Adventure

## THQ

- Championship Motocross 2
- Featuring Ricky Carmichael
- NBA Live 2000
- Rugrats in Paris
- MTV Sports: BMX
- MTV Sports: Skateboarding
- Croc
- Croc 2
- Scooby Doo
- The Simpsons: Treehouse of Horrors
- Aliens: Thanatos Encounter
- Buffy the Vampire Slayer
- Power Rangers Lightspeed Rescue

## TITUS

- Hercules
- Xena
- Titus the Fox

## UBISOFT

- Disney's Jungle Book
- Disney's Donald Duck
- Disney's Dinosaur
- Batman: The New Adventures
- Animorphs
- Inspector Gadget
- Playmobil Hype
- Road to El Dorado
- Little Nicky

## VATICAL ENTERTAINMENT

- Sea-Doo
- AMF Bowling
- Bombberman Max
- Towers: Lord Baniff's Deceit



*This month the N64 Gamer crew fondly remember their childhood pursuits...*



**James**

## **Troy "Oliver" Gorman** – EDITOR

I was orphaned at an early age and thus begins my tale of woe. At four years old I held down my first full-time job as a coal miner. I worked my way up to Mine Cart Supervisor but when it was discovered that I had forged my birth certificate, and was not a thirty-two year old woman named Beatrice, I was fired without pay. Unfortunately, it wasn't long before I was shipped to Asia and put to work as a lap dancer. Upon reaching the retirement age of twelve I was sent back to Australia with a total of \$243 which I used to purchase a NES with a copy of Super Mario Bros 2.

**Fave Games:** Perfect Dark

## **Danny "So many cows, so little time" McGillick**

– ACTING DEPUTY EDITOR

Cow tipping. Certainly, you've heard of such a practice, you may have even attempted it. I was born on a small farm, where our town's remote location and lack of any form of entertainment that didn't include bovines of some variety, combined with my uncanny early upper-body development to create a cow-tipper of almost unimaginable skill and creativity. Eighty two cows, mercilessly herded into a pretzel formation and lulled to sleep - thudthudthudthudthud. First known mapping of cow pressure-point systems. Symphony in "thud" minor. The achievements are endless, my energy and enthusiasm boundless.

**Fave Games:** Tony Hawk's Pro Skater

## **Michael "Clone" Griesser** – WRITER

I had no childhood. I was created in a lab deep within the bowels of the Australian Institute of Sport. The chromosomes are the result of genetically splicing the DNA of history's greatest athletes. I was to be the ultimate athlete. Unfortunately someone spilt a drop of Michael Jackson into the mix destroying my creators' plans for Olympic domination. Now all I want to do is dance.

**Fave Games:** International Track and Field

## **James "Bruiser" Ellis** – WRITER

On my second birthday, whilst at the mall, I felt nature calling me so I hit the little boys' room. On my way out I was confronted by a soft looking elderly man who asked I was alone. Realising the danger, I proceeded to send a punch towards his love spuds. He hit the urine stained tiles like a sack of dirt. The day got weirder, as it was the first Christmas Eve that the mall's Santa was missing.

**Fave Games:** Perfect Dark

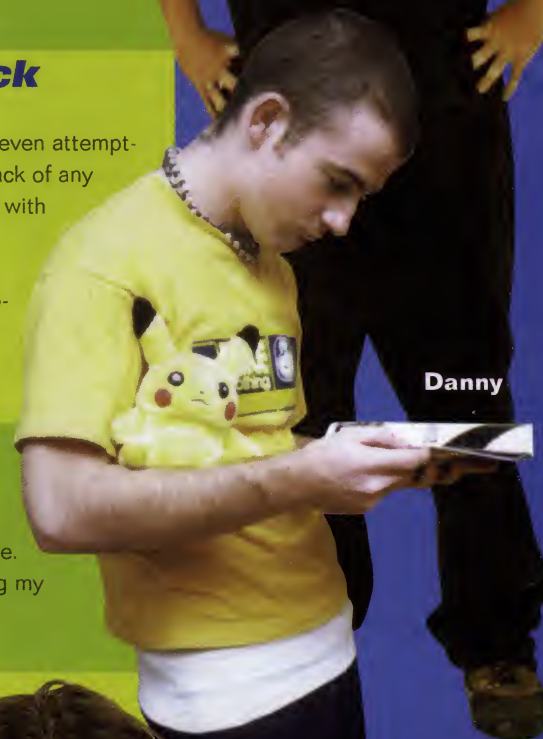
## **Chris "Right Hand" Stead** – WRITER

Ah Childhood. The acne, the changing voice, dropping the odd ball which is a little hairier than before. Girls in school dresses. Dreams of being Mario, dreams of being a ninja turtle, dreams that ended up all wet. A fear of girls germs morphing into a down right longing. And then I discovered my hand, the aching wrist, the throbbing thumb, the fear of going blind, the painful forefinger, the stinging blisters.....ahhh, I loved playing Nintendo.

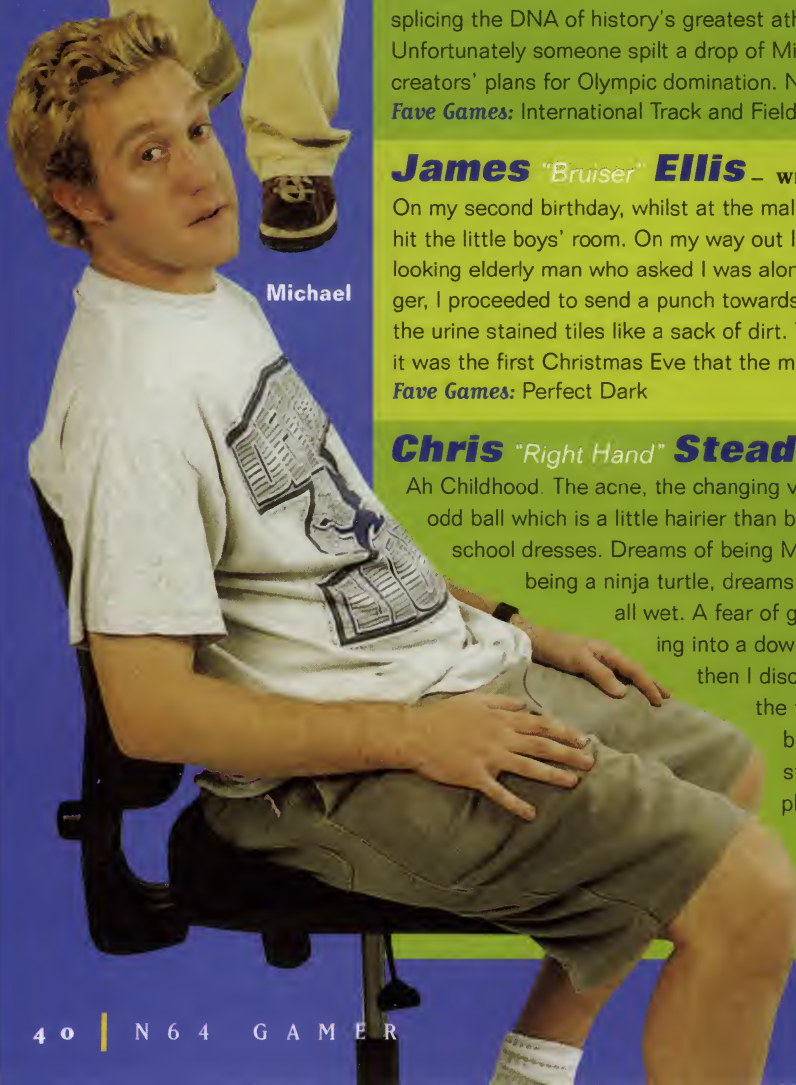
**Fave Games:** Drunken Super Smash Brothers, Worms Armageddon, Perfect Dark



**Chris**



**Danny**



**Michael**



**Troy**



# The Reviews

▶ Your ultimate source of unbiased reviews on all upcoming N64 games!

## Hot Game: Perfect Dark

And so begins the next age of man.

Every so often there comes an event in human history so universal, so moving, so unquestionably life-changing that even the most complacent of peoples will sit back and contemplate life in a new way.

Perhaps we could speak of the first use of the Atomic bomb changing the very nature of warfare, to the point where we no longer threw a bigger, heavier stone, but rather shied from tossing even a pebble for fear of the earthquake. Alternatively, we could consider the dawn of aviation, humanity's ascendancy into the skies shrinking the world from a cold, distant place into a global community. The creation of the internet perhaps, and its initiation of the destruction of the barriers of international culture and political isolation, and the resulting empowerment of the individual and the people.

Instead, today I ask that as a species we give pause, and consider the release of Rare's Perfect Dark, the inevitable destruction of all other forms of entertainment in the face of its infinite playability, the end of human conflict, and the bringing of peace unto the world. Indeed the Lord God hath sent unto us a gift in this new millennium, but it was not his firstborn son. It was his daughter, Joanna.

Danny McGillick



42

### ▶ Perfect Dark

The game Rare's Goldeneye team have worked on for years. Was it worth the wait? You bet your momma's spare kidney it was!



58

### ▶ ExciteBike 64

The fourth motorbike game to appear in the last few months. How does this one fit into the scene? Good, bad or the other?



62

### ▶ Bomberman: The Second Attack

Even though this is Bomberman's third appearance on the N64 it makes sense to forget that Bomberman Hero ever existed.



66

### ▶ Custom Robo

After the non-releases of, WinBack and Harvest Moon it's good to see a game that is not coming to Australia for a reason.



## The review scores explained

100%

The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game.

90% / 99%

An excellent game - well worth purchasing.

80% / 89%

A good game - with only minor faults.

70% / 79%

An average game - worth having a look at for fans.

60% / 69%

A poor game - only for the die-hards.

50% / 59%

This game sux - run away - quickly!

40% / 49%

and below

This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.



### LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



### GRAPHICS

A good score here means you can expect some amazing visuals.



### SOUND

A game's music and sound effects can really enhance the experience.



### GAMEPLAY

This is the crunch! If it isn't enjoyable to play, then what's the point?





# PerfectDark

Troy Gorman gets jiggy with Agent Joanna Dark

**T**his game is the best game ever written. There, I said it. I was planning on keeping you in suspense for a while, wondering if Rare's latest masterpiece could possibly live up to the impossible standards that have been set for it but chances are that the first thing you skipped to, when you picked up the magazine, was Perfect Dark's score. The anticipation for this title has been thick enough to cut with a knife. Unlike most games that initially seem promising, and then disappoint, Perfect Dark delivers time and again. Making a game this good is not a matter of luck. This game was always going to be brilliant and this is why...

## Goldeneye

I'm sure that everyone is familiar with Goldeneye for the N64. After all, it is one of the biggest selling titles. Let's play catch-up, as



"Let's see you get out of this one, Joanna."





"Look out the window. It's the dataDyne float."

they say in Phantom comics "For those who came in late." Goldeneye was released shortly after the N64 console to gamers that were crying out for quality titles. Super Mario 64 still stands as a phenomenal title but there wasn't much else around. Enter Rare. Rare is an English company with very strong ties to Nintendo. So much so that they only programme for them. Goldeneye was a game based upon the James Bond movie of the same name, starring Pierce Brosnan. Doom and Quake had popularised the genre of first person shooters but it was Goldeneye that took the next evolutionary step.

Instead of just running around with a rocket launcher killing everything in sight, Goldeneye worked on the spy aspect of the James Bond theme. Each level had specific objectives that needed to be met to truly complete each mission. It was no longer a case of blasting your way to the end of the level. The AI (Artificial Intelligence) of the enemies was amazing. They would side step to avoid being shot, set off alarms to alert security teams or hide behind crates if they were safe. While the game took some liberties with the movie script it still explained what was going on very well. If Goldeneye had just been this one player game it would have been a classic. It is a classic. But it was the multiplayer, which truly took it to the next level. It does not matter how fantastic a game is, if it's you against a computer you'll get sick of it. Video games are not yet at the stage where computer opponents can learn like human opponents can, to continually vary the gameplay.



It's a tough job being a dataDyne evil henchman



Self-destructing armed guards



"Who are you? What are you doing her?"

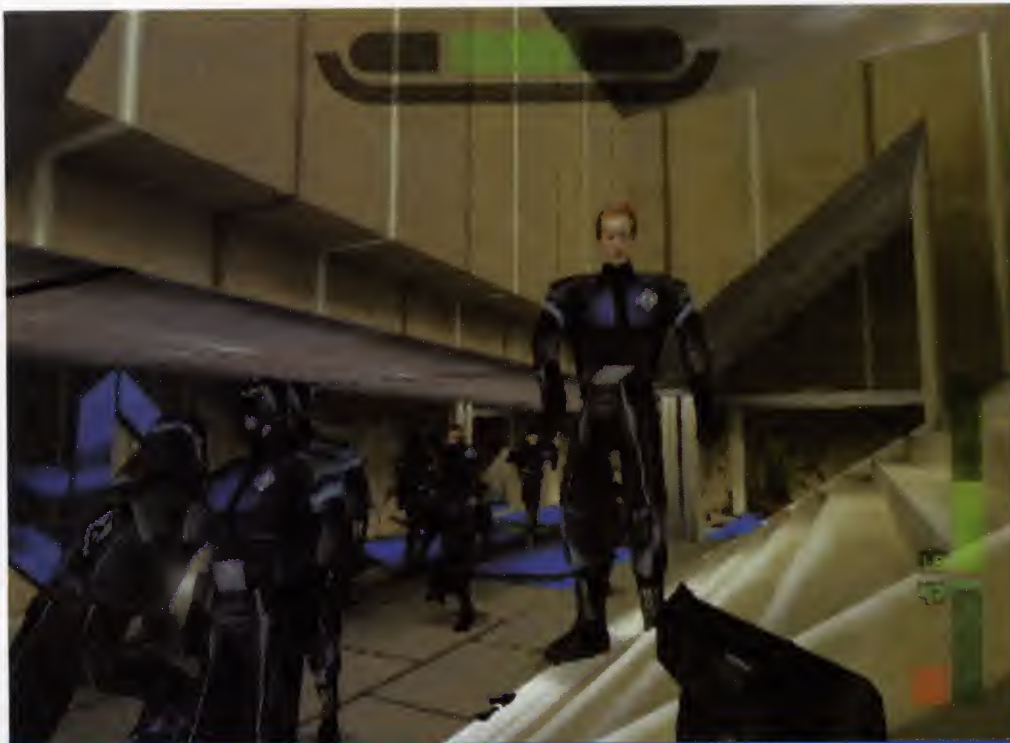


"You won't hurt me."



"Look out. She's got a gun."





Here we have winter uniform for the Imperial Stormtrooper in basic black

While the programmers were making the game they decided to create a four player, split screen, death match mode. This mode was tacked on at the end of the programming and, apparently, not much time went into it. It's ironic that this is the section of Goldeneye that led to its, seemingly, endless lastability. As good as Mario and Zelda are, who still plays them every week? I'd bet a lot less people than play Goldeneye. you may be wondering what this has to do with Perfect Dark. That's simple enough to explain; Perfect Dark is what the team behind Goldeneye did next.

#### Why not Bond?

After the staggering success of Goldeneye Rare were offered the opportunity to make the game of the next Bond movie, Tomorrow Never Dies, but they passed on it to allow themselves more creative freedom and to also come up with their own hero. So Joanna Dark was born. Joanna's links to James are as obvious as the links between to two games. Joanna is an agent for the Carrington Institute. She has to use lots of cool gadgetry and stealth to infiltrate the evil dataDyne Corporation. James is an agent for MI6 and has to use cool gadgetry and stealth to infiltrate whatever hostile country happens to be Britain's enemy at the time. It is doubtful that losing Bond, and his forty-two year movie history, will hurt Perfect Dark. Who would prefer Indiana Jones

to Lara Croft? Incidentally, the Tomorrow Never Dies license was given to some other developer who produced a mediocre title for the PlayStation.

#### Oh, Joanna

Perfect Dark has a rather complex storyline to go with the action packed levels. You play the part of Agent Joanna Dark, code-named Perfect Dark. Joanna is the most promising graduate that the Carrington Institute has ever had pass through its hallowed lecture halls and shooting ranges. No other agent received perfect marks on their final exams. Joanna's first mission, out of the institute, is to rescue a mysterious Dr Carrol from dataDyne. DataDyne Corporation are evil. It's not explained too well,



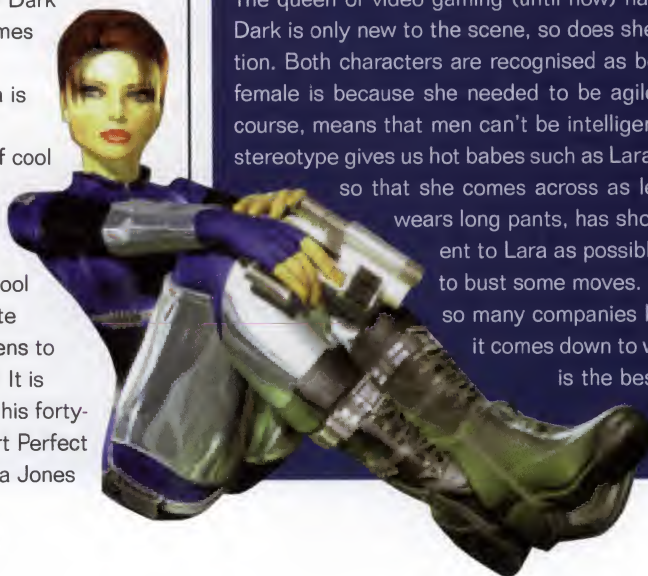
Watch out for those banana skins

at the beginning, why this is so but once you meet the leading characters from the corporation you'll see how easily they fit the typical evil role. Joanna is dumped on a helipad at the top of dD's main office block with instructions to descend the building, searching for the good doctor. While it may seem odd to enter a building at the roof if you want to reach the ground floor you'll soon see that things in the Perfect Dark universe are a little different from the one we exist in. The biggest difference is time.

Perfect Dark is set twenty-two years in the future which gave the designers a free run with flying cars and other high tech gadgetry. I don't think that life will be that much different in such a short period of time but, hey, I didn't write the story. Think back to 1978 (those of you who didn't exist back then can fake it). Star Wars had been released the year before. In 2000 we have Star Wars Episode One which was released last year. I guess in 2023 we will be up to the third Star Wars trilogy. Another point is the lack of evolution of the automobile. Sure, cars may look sleeker and sexier these days but the petroleum fuel engine is pretty much as it was when it was invented. Anyhoo, Joanna slinks around a very Blade Runner-esque future with hover car thingies that make landing on roofs a better option than heading for the front

#### GAMES BABES. JOANNA VS LARA

The queen of video gaming (until now) has been Lara Croft of the Tomb Raider games. Joanna Dark is only new to the scene, so does she have what it takes to oust Lara from her prime position. Both characters are recognised as being intelligent. The reason that Tomb Raider's star is female is because she needed to be agile and smart, not an Arnie-like lump of meat. This, of course, means that men can't be intelligent and agile but who are we to complain if that a lame stereotype gives us hot babes such as Lara in video games. Perfect Dark's star is probably female so that she comes across as less of a James Bond wannabe. You can bet that she wears long pants, has short hair and normal sized breasts to make her as different to Lara as possible. Lara has been sexing it up for years and knows how to bust some moves. She has become a bit of cliché though, simply because so many companies have cloned to try and repeat her phenomenon. When it comes down to what really counts (that's gameplay, not tit size) Joanna is the best. Unfortunately as this was all about babeliness then Lara short shorts, skimpy singlets and bedroom eyes make her the winner







He might be faking it. Shoot him again



Joanna invades Club Med



Modelling the latest swimsuit technology

door. If you manage to make it to the base of the skyscraper (and let's hope you do since that is the object of the first mission) you'll run into some bad ass security guards. These guys are tougher than a couple of Kings Cross nightclub security guards and they won't let you in even if you do have the right shoes on.

The storyline unfolds with a cut scene at the start and end of every level and if you're lucky there may be an extra one part way through as well. The main players are introduced in the first few levels. Cassandra de Vries is an old biddy who is hungry for power. Her boss is a mysterious fellow clad only in a white trenchcoat. Is he a flasher? Only time will tell but if fashion is your bag, baby, then I guess he's pretty scary. DD are plotting against the government and are in with aliens too. If that's not enough for an opener they also plan on kidnapping and cloning the President. I could tell you what happens next but then I would have to kill you and I don't want to ruin the whole thing for you by telling the ending.

### ***The best years of your life***

Gameplay is too small a word to truly explain what is going on while playing Perfect Dark. Calling a game "an experience" sounds very wanky but in some cases it is too true. Super Mario 64 was an experience, so was Zelda and so is Perfect Dark. This is the kind of game that eats into your time so much that you lose track of days, weeks, months. One day you look in the mirror and realise that you've grown a beard (this is especially disturbing if you were only fourteen when you began playing or you're a girl), dishes



"What do you mean you don't have out pizza? We ordered forty minutes ago."

are piled in the sink, you haven't eaten a proper meal since Mother's Day and you smell worse than your dog. If a game can make you forget your health, basic hygiene and work or school you may not have the healthiest lifestyle but, by God, you're enjoying yourself. When you dream about polygons you know that you're there. PD is the most menu-intensive game I've ever seen but it is for a reason. There are so many modes of play with so many gameplay options that it staggers the mind. Try not to think about it too much

or you may just explode with happiness. The game begins with Joanna standing at a computer terminal inside the Carrington Institute. After logging on (creating or selecting a saved game) you are presented with the first round of options. The basic game modes are Solo Missions, Co-operative, Counter-operative and Combat Simulator.

### ***Lonesome Dove***

The Solo Missions are the flesh and bone of the game, containing the story mode with mission



Brownies are just one of the selectable characters



Michael Jackson's latest Pepsi ad



White tights and kee high boots. That's so 1986





## OSCAR WINNING PERFORMANCES

Cut-scenes are not new to games. For those of you who don't know, a cut scene is a cinematic interlude, usually between levels, used to progress the game's story. They are very common, and most complex, in role playing games because story is what they are all about. Perfect Dark has over ninety minutes of cut scenes to piece together the plot. With an X-File-esque story about government conspiracies and alien cover ups, it's little wonder that so much screen time is devoted to it. As you spend most of the game looking through Joanna's eyes these section give you the opportunity to check out the fashions of Carrington Institute's Perfect Agent.

objectives and most impressive level designs. To get some idea of what its like imagine Goldeneye after an intensive training programme at the gym involving a bucket load of performance enhancing substances. You may get sick of hearing about Goldeneye but the truth is that after playing Perfect Dark you will not play Goldeneye again. In a way we are, kind of, saying goodbye to Goldeneye now. It was a great friend but I think it's time to move on and Perfect dark is the future. The levels are larger, longer and more difficult. They would want to be as well because we're all experts at this type of objective-based FPS (first person shooter, acronym fans). The controls are very similar to (guess which game) Goldeneye. So similar, in fact, that I almost wet

my pants at the excitement of it all. Narayan wasn't as lucky and had to change his pants. The first few levels are usually used as a basic training area to familiarise yourself with the controls. Since I was already an expert (I'm sure that most of you would be as well after three years of Goldeneye training) I cranked up the difficulty to Perfect Agent and proceeded to run Rambo-like through the level....for approximately fifteen seconds. After Narayan's laughter had ended I watched him meet a similar fate. Maybe our Goldeneye skills were a bit sloppy due to too many Worms and Rage Wars sessions but the old skills were soon back.

The game begins as you'd expect with a fairly straightforward mission. Depending on the

difficulty setting you can choose to either walk through the park, having the guards practically committing suicide at sight of you, or get killed almost as soon as you walk through the first door. There are three difficulty settings; Agent, Secret Agent and Perfect Agent. All an Agent player needs to do get to the end of the level while Perfect Agent has five objectives, including not killing two people because you need to use the access computers and open doors. This is very similar to having Boris reprogramme the Goldeneye satellite in Goldeneye's Bunker level.

### How tight is Joanna?

Tight controls and overall responsiveness can make or break an FPS. It doesn't matter how compelling a storyline is, how big an arsenal or how sexy a lead character is. If controlling a character is akin to drunkenly running across an ice skating rink with ants in your pants, you may as well have a PlayStation. For this reason Perfect Dark runs on the same game engine as Goldeneye. The Turok's and Quakes have tried to emulate Goldeneye's tight controls but never quite made it. The same control pad configurations are available as were in Goldeneye. Solitaire (1.2) is the best to use as the analogue stick control the movement of the gun while the C buttons run and strafe.

In many ways Turok has been playing catch up but PD borrows a few things from the



Joanna's ready to fight for her street corner



"Yo, over here."





Dinosaur Hunter. Each of Joanna's weapons has a secondary fire function, a feature ripped straight from *Rage Wars*. The shotgun fires two shells while the Falcon 2 (a pistol, similar to Bond's PP7) has a pistol whip function. That may seem like a weak secondary function but there are times when close, silent combat is preferable or mission objectives prevent you from actually killing individuals. Brutally clubbing them is another matter. My favourite weapon is the Super Dragon, an automatic machine gun type of weapon with a grenade launcher as the secondary function. That is more of an ass kicker than the grenade-launcher-proper (called a Devastator in PD). The Devastator may have an alternate fire extra and can hold three times the ammo but, for some reason, I like the feel and look of Goldeneye's sneakily named grenade launcher, the Grenade Launcher.

All up PD has more guns than I can count, even if I take my shoes off. Most of them have comparable weapons from Goldeneye. The Devastator and the Grenade Launcher, both games have Magnums and there is the AR33 and AR34. Remember back to your last Goldeneye multiplayer sesh...didn't your gun always seem to need a reload at the most inconvenient time? Reloading take on new meaning in PD as, again thanks to Turok, much effort has gone into the reload animation sequences. These may look really cool but keep in mind that every second of the cool, new graphics is a second that you cannot fire. The Magnum is possibly the worst offender. It was never the quickest gun before but this was balanced by its power. Now the reload takes so long that, while fun to use, the gun is useless.



Carrington Institute only pays minimum wage so Joanna moonlights as a cabbie

Whoa, back up a sec. Did I say that the Magnum was the most painfully slow? I take it back. The Shotgun takes out that honour. The Shottie holds more shells than its 007 counterpart but instead of a neat, one movement reload, every shell is fed in by hand.

Two of the coolest new additions are the Lap-Top Gun and the Farsight. The Lap-Top Gun looks like a simple lap-top computer (that would have been hard to guess) which is used for disguise while sneaking past unaware guards. It flips out to become a very power machine gun. The secondary function involves

tossing the gun against a wall. Then it acts as a sentry, killing any enemy who happens to pass. Very cool for deathmatches.

The Farsight is an unusual contraption that is used as an anti-camper device in multiplayer games. Ironically, a gamer who uses the Farsight is likely to camp while using it. This is an alien weapon that can kill with one shot but it is very slow between shots, similar to *Quake 2*'s Rail Gun. It's when using the R-shoulder button aiming that the uniqueness comes into play, especially when coupled with the secondary function. The Farsight has X-Ray capa-



Break dancing makes a come back



Dance, Cowboy



Checking out the club's laser show





Joanna gets taken from behind

The Dark sisters shopping for furniture

### PERFECT BUDDIES

YES, yes, YYYYYEEEESSSSSS. Oh how sweet it is. Back in the Dark Ages of home video games (around the time of the NES and Super Nintendo) two-player games that had players working as a team, for a common goal were standard. With the advent of N64's four-player capabilities multiplayer turned into every player for themselves or, more accurately, every player against each other. This can be fun (even brilliant if you look at Goldeneye's multiplayer mode) but in the end if two players skills are not evenly matched it's very difficult for them to enjoy playing games together. Nobody wants to play a game that they continually lose and nobody (except Narayan) is happy playing against opponents who offer no challenge. Finally N64 are being released with co-operative modes of play. *Armorines* is another first person shooter with a co-op mode. The only problem is that the only good thing about *Armorines* is the co-op mode. Many times, after killing opponents in *Goldeneye* as soon as they spawned, everyone would point blank refuse to play me. For a while I became a very lonely player. What is the point of being quite good at a game if no one will play you? *Perfect Dark* solves this problem. Now expert players can guide beginners through the harder difficulty settings or two players can just practice their SWAT team skills. Narayan and I have got busting through doors and covering the entire area with a spray of bullets down to a fine art. The frame-rate is atrocious in this mode, in some areas, but it doesn't matter. If you are so concerned about the frame-rate feel free to limit yourself to playing the game through by yourself. The only problem is that when Arthur's on your team he always feels the urge to give you a congratulatory slap on your butt whenever a mission is completed.



Never get involved in a cat fight

"Jo! I'm trying to go pee pee."



Exterminators hunting cockroaches

bilities allowing you to look through walls and kill opponents with one shot from the other side of the level. The secondary function is an auto-tracking feature so that you don't even have to aim. If anyone stands still for long enough they become toast. Of course, to use the *Farsight* you become a target yourself by standing absolutely still. Because the view does penetrate walls it's impossible to tell how far away someone is. You may think that you're about to take someone out who hasn't even seen you, meanwhile they are standing directly in front of you holding a Shotgun.

Being unarmed is a lot less of a disadvantage in *Perfect Dark*. Instead of slapping like a little girl, Joanna uses a closed fist to really lay some smackdown. If you are hit by an opponent you become woozy and your screen gains a trail effect until your head clears. You also drop your weapons which can be used against you. The odds are evened out a lot quicker this way.

### Twelve Player Deathmatches

*Goldeneye* stands as possibly the best multiplayer game on the N64. It beats *Mario Kart*, with *Worms Armageddon* being the only serious contender for the title. *Perfect Dark* takes *Goldeneye* outside and, well and truly, tells it who its daddy is. *Forsaken* and *Turok* both had options to include bots (computer controlled players) in the standard multiplayer deathmatch sections of the game. *Rage Wars* could handle a maximum of four players at a time, meaning



Goldeneye level Facility returns in PD



"Damn you. I just wash this floor."



"Go outside if you want to make a mess."



**N64**<sup>Gamer</sup>  
*Pikachu with Game Boy*









**N64** gamer  
*Perfect Dark*

HATTON









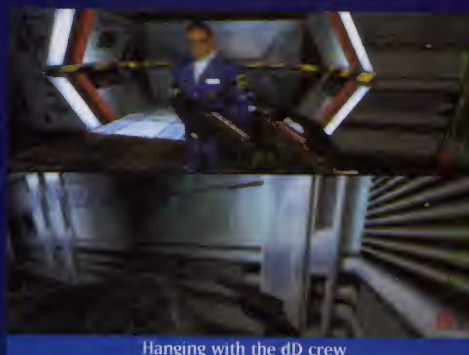


that no bots could be included in a four human player game. When you consider that *Rage Wars* was only a deathmatch game it is pretty weak that *Perfect Dark* has this as an additional section and does it better.

*Perfect Dark* allows four people and eight bots to compete simultaneously. Incidentally, bots is a *Quake* term. *Perfect Dark* has "simulants" or "sims" to their close friends. While a twelve player deathmatch sounds awesome there is a problem which greatly reduces this feature. The N64 is not powerful enough to adequately process that much information. The frame rate can drop down to completely unplayable. This many opponents can make for some insane fun. You never really know what's going on. It's hard keeping track of where three enemies are located. Aiming is pretty much impossible so using explosive weapons is your best bet.

The AI in *Rage Wars* left a lot to be desired. *PD* has some of the most intelligent simulants I've ever seen. Upping the difficulty, in *Combat Simulator* or *Solo Missions*, doesn't simply mean that the simulants can take more hits or aim better. They do those things but they also use tactics. If you have a superior weapon simulants will run for reinforcements or team members will try to surround you. Five difficulty settings are included from moving targets up to trained assassins. To take out the *Perfect Simulants* it's almost necessary to be psychic. There is enough challenge on the normal or hard settings, particularly if you are playing one against two or three. It's probably necessary to keep the difficulty setting high for when you become a *PD* expert, but it seems that *Perfect Sims* know exactly where you are at all times, even if the radar is turned off.

If five difficulty settings doesn't seem like enough of a sim-setting option for you then you'll love the personality section. Sims can be selected to behave in particular, varying ways. There are Judge Sims who only go for the player who is winning the match, Peace Sims who run around, avoiding fights and collecting all the weapons and Feud Sims who will decide to go after one particular player and become their worst nightmare.



## PERFECT ENEMIES

I don't think that I've seen this feature in a video game before and being able to say that is pretty rare. The counter operative mode can lead to almost as many laughs and screams of frustration per minute as a game of *Worms Armageddon*. The idea is the same as the co-operative mode, but the opposite, for one of the players. Make sense? Let me clarify. Counter-operative mode is a two-player split screen mode of play that pits gamers against each other. This is not your standard deathmatch though. The game takes place in the regular missions that make up the story mode of *Perfect Dark*. One player takes control of Joanna and has to play through each mission as per normal, completing all the objectives. The second player takes control of a run-of-the-mill dataDyne henchman. The person controlling the bad guy has to kill Joanna forcing her to fail the mission. This is cool part though; whenever the dataDyne dude is killed they are instantly reborn into the body of another enemy anywhere on the level. This would make stopping Joanna pretty easy except that bad guys don't have very much life. One scratch and they are gone making Joanna a veritable Rambo of sorts, ploughing through computer and human controlled opponents alike. This mode is something that will add to the longevity of *PD*. Long after you are an expert at the single player missions you will come back to play the counter-op mode. The idea is that the human player will be much more intelligent than the computer AI (this isn't the case when playing against James or Arthur as we all wrestling fans just aren't quite there intellectually).



There are close to twenty different battle arenas to choose from including three classics from *Goldeneye*; *Complex*, *Temple* and *Facility* (renamed *Felicity* by those whacky Rare lads). I just wish that all of *Goldeneye*'s multi levels had been included. Remember that some levels could only be played with three players, or two in the case of *Egyptian*. Playing four people in the *Water Caverns* would be great, especially with teams. And what about *Stack*? Unfortunately *Perfect Dark* is such a blindingly brilliant game that I doubt *Goldeneye* will ever be back on high rotation. This spells the end of the *Stack* level, which has always been my favourite. The old levels have been given a new

make over. *Complex* has changed in two spots, giving shortcuts. The ability to fall off edges has altered *Complex* and *Temple* levels. The massive hole in the middle of *Temple* has had its gameplay altered greatly by this, seemingly, minor addition. *Facility/Felicity*'s air vents, above the toilets, are altered and there are two drop down points. Pinning people in the toilets is less likely to happen.

I was never a huge fan of *Temple*, in *Goldeneye*, not because of faulty level design but because of the weapon and armour placement. The primary weapons were in the base section and on the large, open side. The armour was in between them. This meant that two

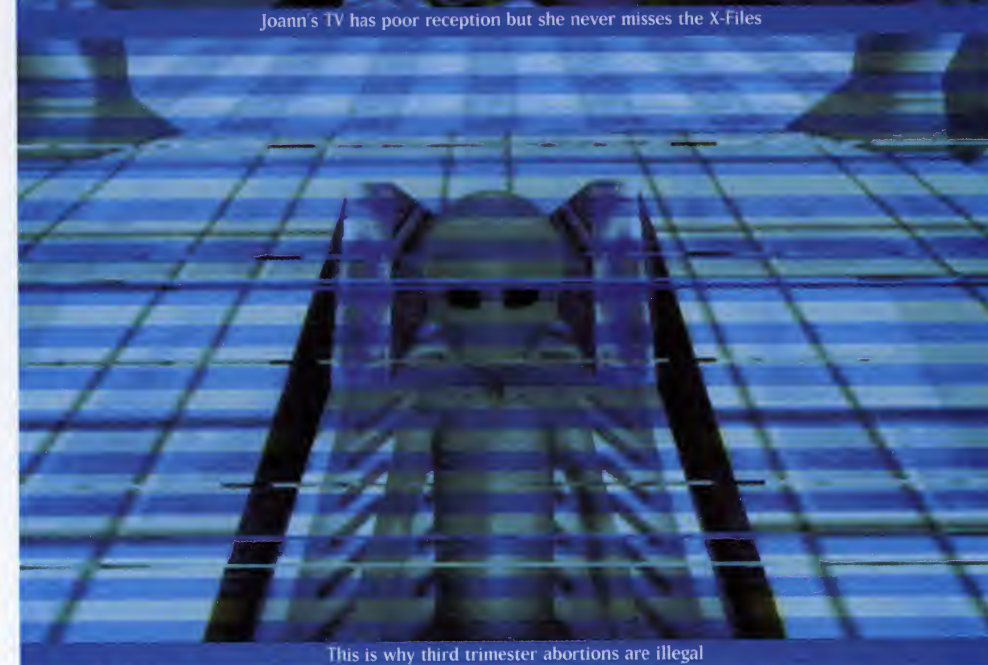




"Here I am, Baby"



Joann's TV has poor reception but she never misses the X-Files



This is why third trimester abortions are illegal



Carrington Institute's patented sniper probe

thirds of the level was useless. The only reason to be there was if you were hiding or had respawned over there. Thankfully the weapon spawn spots are altered and are also configurable - entirely. Goldeneye had brilliant weapons selections precisely because it grouped together particular weapons which, in turn, altered playing tactics. A down fall of Turok 2 was that playing with all weapons was standard so everyone ran around with Scorpion and Grenade Launchers. Now that we've been trained in what make fun weapons selections we are also given the option of creating our own selections from every weapon available. The preset weapons combos are still available but random combos and randomising every weapon is also possible. Only level selection was randomised in Goldeneye so this is a great addition. All options can be saved to cart or mem pak so that you don't have to re-enter your faves every time you turn the machine on. A great way to practice aiming is to make every weapon the Falcon 2 pistol and play One Shot Kills (Licence To Kill mode) with a couple of sims. What level you put them on depends on your own skill level but make sure you aren't beating them with your eyes closed.

The deathmatch levels are all designed specifically as multiplayer levels, unlike Goldeneye that used a fair few of the single player levels. There is enough variety amongst them to keep you going for a while. It will be a long time before I have the Sewer level memorised in the same manner that Stack and Basement are.



Testing out his lightsaber tricks



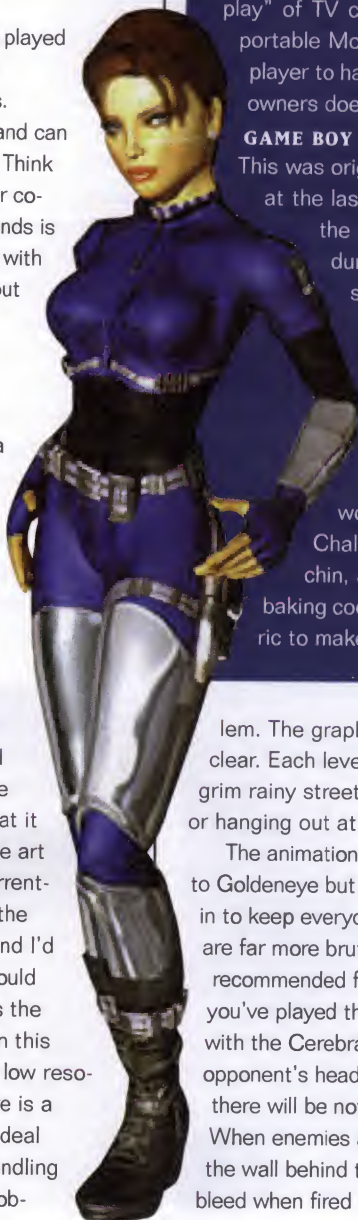


Various game modes have been included to break up the monotony (as if!) of every man for themselves kill fests. There is a Capture the Briefcase game, King of the Hill and Hold the Briefcase. Depending on the type of game, the twelve possible entrants can be broken up into eight different teams.

Just as Turok: Rage Wars had its funky Mission Tree which could be played with one or two players, Perfect Dark has its Challenges. The Challenges are all played in the multiplayer levels and all are played as humans versus simulants. There are thirty Challenges, in all, and can be played with one to four players. Think about that for a second. Four player co-operative gameplay! Gauntlet Legends is the only game that springs to mind with that feature, and it is a fun game, but it's definitely no PD-killer.

### Chug-a-lug

Perfect Dark was delayed many times. My earliest recollection of a release date was back in late 98. Frame rates were said to be a major issue the whole time. When you consider the amount of information that the poor, little box is trying the process with its four year old hardware it's understandable. The N64 is, currently, the weakest machine of the three consoles available (Dreamcast and PlayStation2 are the others). There was never going to be a chance that it could compete with the state of the art visuals that Sony and Sega are currently pumping out. Perfect dark uses the RAM pak for visual improvement and I'd hate to see what the frame rate would be like without it. The frame rate is the only flaw that can really be found in this game. The graphics can be high or low resolution in the one player game. There is a frame rate trade off but if you can deal with it in the other game modes handling the hi-res visuals shouldn't be a prob-



lem. The graphics are very atmospheric and clear. Each level has its own style, from grim rainy streets to a high tech skyscraper or hanging out at a villa on the beach.

The animations for the enemies are similar to Goldeneye but with enough new stuff thrown in to keep everyone happy. Death sequences are far more brutal which is why this game is recommended for mature audiences only. If you've played the Turok games, particularly with the Cerebral Bore which latches onto an opponent's head and drills into their brain, there will be nothing particularly shocking. When enemies are shot blood splatters on the wall behind them and dead bodies can still bleed when fired upon. The only shocking part

## PERFECT DARK 2: THE NEXT EVOLUTION

It doesn't matter how good a game is or how brilliant the designers were, give any game to an experienced and gamers and they will think of more cool thing that they would like to have seen added. Take Goldeneye, for example, I'm sure that everyone had things that they wished were included. Perfect Dark has taken Goldeneye and given us a lot of the things that we wanted. That doesn't mean that we should think that this is the ultimate game. Without a doubt, Perfect Dark 2 will appear on the Dolphin. Apart from improved graphics and frame-rates what would you like to see? Here are a few things that it would be cool to include.

### FOUR PLAYER CO-OPERATIVE MODE.

Perfect Dark has the two-player Co-op mode or four players can team up in the Challenge mode but having four mates storm through the dataDyne facilities nailing all the objectives and kicking Cassandra's saggy bottom would be bliss.

### LIMITED LIVES IN MULTIPLAYER.

Goldeneye had "You Only Live Twice" as a scoring option. This meant that two deaths knocked you out of the game so playing stealthily paid off, as well as running around like Rambo. Unfortunately only two lives meant that the games were over pretty quickly. Having an option that allowed five or ten lives would be ideal.

### LINK UP NINTENDO AND TV.

PC gamers have the goods when it comes to first person shooters. Having a billion players online, in Quake armies, sounds like an ass-kickingly good time. The down side is that everyone needs to have their own \$3000 PC and know how to use them. I've always been a fan of the "plug and play" of TV consoles. Various consoles do have link up capabilities. Game Boys and Atari's portable Monster, The Lynx, hook up. PlayStations also have link cables. This requires each player to have their own TV PlayStation and a copy of the game but what self-respecting N64 owners doesn't have their own copy of Goldeneye?

### GAME BOY CAMERA FACE MAP.

This was originally going to be included in the N64 version of Perfect Dark but was removed at the last minute. The official line was that it was glitchy and RARE would have to delay the game again to fix the problem so it was dumped. There are rumours that it was dumped due to the tendency of American students to go on shooting sprees at their schools. Video games have copped an unfair amount of blame for warping the minds of youth. I'm not here to evangelise either side of the debate. The bottom line is that if face mapping was dropped for the official reason then putting it in the next PD shouldn't be problem. If, however, the rumours are true we won't be seeing this feature until the teen shootings in the US come to a halt.

### LESS VIOLENT MISSIONS.

Okay, so Joanna is an Agent fighting against an evil corporation but she's still a woman with needs. Perhaps "At Home" could be a new game mode, similar to Challenges. Objectives could include fixing make up to cover a huge pimple on her chin, accessorising her clothes to maximise wolf whistles while passing building sites, baking cookies for her church fete and bargain shopping to get the best price on some fabric to make curtains out of.

of the bloodiness is that this game is made by Rare, not a third party developer, such as Acclaim. It seems that Nintendo are giving their favourite second party developer a bit of leeway when it comes to the squeaky clean image. If you have any doubts just check out the content of Conker's BFD, but that's a story for another day.

### Symphony in A minor

The music is so Goldeneye that if you shut your eyes dreams of being in a naked Xenia/Natalya sandwich may return. This isn't a bad thing at all (the music, not the sandwich). The tunes are orchestral and moody, suiting each level. When the action picks up the tunes also pick up the pace to get your heart racing. During multiplay-





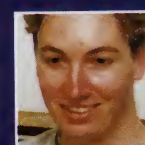
**JAMES' VIEW** — Do not steal from your parents, rob supermarkets, steal from the church offering, or construct deceit-ridden webs of blackmail to get this game. I'm telling you this all in advance because this game rocks so hard, that the temptation for each of the above practices may truly manifest once you see just how good this game is. As far as the hardware goes, this game is the best a game of this sort can be. It has huge missions, varied game modes and an exhaustive multiplayer mode that will guarantee that this game remains permanently wedged in your N64.



**CHRIS' VIEW** — Perfect Dark reeks of gameplay and is dripping in an atmosphere that completely drowns your senses. The improvements on Goldeneye are excellent to and successful innovations from other leading games in the genre have also been incorporated. Rare infuse a depth to their gameplay that is unparalleled. I was delighted by all the sub-missions and puzzles that maintained the general theme as well as the involving cut-scenes. My biggest smile, however, was left for the battle aftermath. The twitching bodies and the blood oozing down the walls.



**ARTHUR'S VIEW** — Without a flicker of a doubt, Perfect Dark would have to be one of the finest video games ever created, period. Perfect Dark not only excels in single player mode, but more importantly in multiplay. Rare have gone all out to cram as many features into this cart as possible. You can customise multiplayer games to the nth degree. Conversely, I must point out that gamers who demand frame rates you can spread on bread may be a little disappointed at first but when Perfect Dark's insane gameplay will take a hold of your nuts it will not matter.



**NARAYAN'S VIEW** — Three years does seem like a mighty long time but now that I've had the game for a few weeks, I'm glad they didn't release Perfect Dark a day sooner. Rare have used all of their extravagant development time to really 'perfect' every aspect of the game. Anywhere you look in the game you'll notice new and exciting options poking out of every corner. Rare could have just stopped at releasing a shooter that was similar to Goldeneye, boasting all the same options, and it would have been a great game. Luckily for us they didn't stop there.



**DANNY'S VIEW** — Note my flack jacket. Note my alert expression. Note my funky purple pants. I am a wanted man, a rebel against an entire people's cause. The people are the people of Nintendo. This means you, this means my coworkers. The reason? I think you know by now. I'm willing to speak the words that will forever make me a criminal, and worse, a traitor in the eyes of those I love. Perfect Dark is a good game. Not a marvel of civilisation. Not the next step in human evolution. Not, may I say, a great game. It fun but that's it.



**NICK'S VIEW** — The N64 has reached a climax, and finally, the Dark has arrived. But is it, indeed, Perfect? Hardly - the frame rate issues that were prevalent all throughout the development have come to your version at home. Even in the low-res mode, the frame rate is all over the place and chugs like a bitch. While the level of graphical detail has been enhanced from Goldeneye, it seemingly goes from functional to garish. Fortunately, aside from performance issues though, PD is quite a package, and the multiplayer facet alone makes it worth the price of admission.

**TIM'S VIEW** — To say I hadn't expected Perfect Dark to be good would be a lie. From the early versions and the hype I thought Rare had indeed exceeded the brilliant Goldeneye but I didn't realise just how spectacular it was until we'd received the final copy. It took me a little while, and a can of whipped cream, to get the controller out of Troy's hands and into mine but boy was it worth it. This is seriously the greatest game I have and will ever play that doesn't involve wrestling. The part of the game that appealed the most to me was the counter-operative mode in which one player is given the task of hunting down the other player who is Joanna Dark.



Time for his anal probing

er you can select your favourite piece, play a random one or play one after the other.

The sound effects for the weapons are as realistic as futuristic guns can be. I do wish the gutsy sound from the RCP or AR33 but, I guess, guns of the future will be more caring and sharing, meaning more quiet.

So much speech has been included in the game that it makes me wonder why Banjo-Kazooie has the animals making strange sounds accompanied by sub-titles. Ninety minutes of cut scene dialogue has somehow been crammed into the cart but it's the generic bad guy lines that really make me proud. When dD henchman meet up with Joanna they like to have a bit of a conversation. Things Like "Get her" and "Here she is" are pretty standard with the death chats being the best. Hearing a tough bully boy scream in agony makes it all worthwhile. Some even take up religion as life seeps from his carcass. The word "bitch" is bandied about a little bit but, hey, do you really expect people who are trying to kill you to call you "darling." Some of the voices are a bit muffled but that is due to the N64 rather than being a fault of the game.

### No Reservations

Perfect Dark currently stands as the best video game available. That's a big call but I think a fair one. So much time, effort and talent has gone into making this game what it is that it deserves all the accolades it receives. Acclaim have been pumping out Turok's at one per year and still haven't topped Goldeneye brilliance, now Perfect Dark has finally taken Bond's crown as the best,



Agent Dark takes out the Park Ranger





Hanging backstage with the dataDyne dance troupe

well-rounded single and multiplayer game for the N64. There is so much more to this game that twelve pages isn't really enough space. The features, the modes, the graphics, the music, the list seems to be endless and it is all good. Rare

have put gameplay first and that is how they have managed to create a masterpiece. This game is so good that people will be writing songs about it for generations. You need this game. You need it right now.

## WHY 101%

Only one game has ever scored 100%. That was Super Mario (which was actually 10/10 back in the old days). Whether Goldeneye and Zelda should have scored perfect scores has been the third most popular topic for letters that are sent in (the two most popular topics are Goldeneye's nude code and PlayStation sux). Noone argued more about those scores than the two former editors of N64 Gamer. If those games couldn't equal Mario what game could? While the next Zelda game is looking quite spanky, without input from Miyamoto it is unlikely to be more than a very decent re-hash. Mario 64 part 2 is never going to happen which leaves Perfect Dark (Goldeneye's unofficial sequel) as the only contender. This game delivers big-time. I believe that there will not be a better game released on the N64. The team responsible for Goldeneye and Perfect Dark are sure to move onto a Dolphin-related project next. That still doesn't explain how PD managed the extra 1%. That is because Perfect Dark delivers a brilliant game, which is worthy of 100%, and then it adds a bit more. So much that the N64 hardware isn't actually capable of handling it. This isn't to say that the programmers had huge ambitions and failed because

they didn't know how to programme it for the N64. I'll give an example. Goldeneye had three multiplayer levels that could not be played with four players (Archives, Bunker and Caverns) as well as Egyptian, which could only be played with two people. The reason for limiting the players was so the frame-rate didn't drop too much. Perfect Dark has done away with this limiting mindset and have left it up to the gamer to decide what sort of frame-rate trade off they are prepared to make for gameplay options. The Co and Counter-op modes are playable on every single player mission. Rare could have easily looked at the levels and decided that only half of them were up to a high enough standard, frame-rate wise, and not included the option to play them all. It's a similar story with the number of simulants in death matches. Having eight simulants and four humans competing simultaneously is way too much for the N64 to handle but, again, it's up to the individual players to decide how they wish to play it. So if Rare had limited the number of simulants and levels available for split-screen games Perfect Dark would have scored 100%. It is because they allowed the players so much freedom to choose that PD has scored 101%.

## ALTERNATIVE ACTION

### WHO'D WANT ONE?

There is no alternative to this game. Perfect Dark is the only game will want or need for a long time to come. Sure, the N64 has some good games like Mario, Zelda and Goldeneye. It also has some pretty good shooters like Turok and Quake 2 but Perfect Dark leaves them all for dead.



### THUMBS UP

- Massive amount of gameplay options
- Counter-op mode adds to the life of the single player game
- Two player co-op in the missions
- Four player co-op Challenges

### THUMBS DOWN

- Low frame rate at times



PUBLISHER: **RARE**

DEVELOPER: **RARE**

GENRE: **FIRST PERSON SHOOTER**

RELEASE: **JUNE**

PRICE: **\$89.95 OR**

**\$114.99 WITH EXPANSION PAK**

RATING: **M**

PLAYERS: **1 - 4**

RUMBLE PAK SUPPORT: **YES**

SAVE GAME SUPPORT: **IN CART/MEM PAK**

EXPANSION PAK SUPPORT: **35% PLAYABLE**

**WITHOUT EXPANSION PAK, REQUIRED**

**FOR 100% PLAYABILITY**

## LASTABILITY



## GRAPHICS



## SOUND



## GAMEPLAY



## OVERALL

**101%**



# Excitebike64

James makes his way to some dingy, old stadium to see some hooligans risk their jewels

**Y**ou know those ads. The ones that seem to come on with a relentless perseverance, that boost the decibel level of your television through the roof so you can hear some guy screaming the names of dozens of foreign guys, all coming to some speedway. "Yes, they're coming to perform death defying jumps and"...blah blah - fade out.

## Who are the fans?

In a country that is so desperate for sports action, that thrives on a competitive spirit and decants glory to their sport stars, motocross racing has a relatively small following. It could be because the sport looks so shallow and flashy, or maybe because it looks like spectating at such an event will bring you home wearing pants a darker shade of brown than when you left? I'm not here to speculate the causes but I am here to ask why there are so many motocross games out there, on all these platforms. Maybe the

sport of motocross has formed an enigmatic powerful subculture, that has leaked it's tyrannical influence into the gaming industry, or it could be because of a well known Nintendo title that came out on the NES called Excitebike.

Now we have the N64 incarnation of the classic Nintendo title, and it's caused quite a stir with a lot of reviewers overseas. The ques-

tion is, can Excitebike 64 truly leave the same sort of impression as its predecessor, and can it liven up the tired genre of motocross games that have thus far hit our system.

## Flying High

The gameplay of Excitebike 64 leans heavily on the arcade side, almost demanding that you and your trusty engine stay airborne for as long as possible whilst you are racing. It's not just shallow trash however, as there is sufficient depth of gameplay embedded within the many elements that make up the game to keep it from just being about accelerating and braking. For instance, a lot of depth has gone into the jumps that your bike goes over and the turbo feature of your bike. The turbo feature is similar to the boost feature from Episode One Racer, in that you have a turbo that you can access at any moment. However, you are limited to how long you can use it for, as



Doing mad jumps over the burning corpses of your fallen competitors is a great laugh



Perhaps the smoke signals his body is creating will get through to the hospital eventually



The high res graphics sure look shweet!





These guys got kicked out of the girls pool during synchronised swimming, so they're trying to 'kick start' a synchronised cycling club

holding your turbo down for too long will result in your engine blowing out. The best thing about the gameplay is integrating this turbo feature into the jumps you can perform. As you would guess, the time to use your turbo is just before you go over a jump, however, you also need to pull back on your bike at the right time, to maximize your distance. To keep your speed up you'll have to match the angle of your bike to that of the incline that you'll be landing on. So, as you can see, making sure that each of these criteria is satisfied is no easy task initially. However, all you gamers that suck hard and have difficulty putting your N64 games into the console slot should fret not, as there is a comprehensive tutorial mode

that will help bring your Excitebike skills up to the speed of the rest of us innate gamers and, unlike me, it's not too patronizing either. The other point to consider when you're catching some major air is whether you'll be a flashy spud, and pull off an egotistical stunt. There are various riders you can select, and each has their own special stunt they can pull off to augment their chances of hooking up with a good looking babe after the race. (Speaking from experience, relationships based on ephemeral acts of bravado are always doomed, so kids beware.) The other thing to note is that when you pull off one of these stunts, an action box appears on the screen and shows you pulling your stunt off from a flattering camera

angle, similar to EA's Supercross 2000.

### Cornering chaos

However, despite all these good attributes, there are some let downs that I can't help but cite. Firstly, the gameplay can appear painfully slow at times, particularly when you're not airborne and when you are on an outside track. It can also be very hard to get a good feeling of acceleration. Sometimes leaving you feeling that your bike has become permanently bogged. Once again this is particularly apparent on the outside tracks. The trouble on the outside tracks is simply that the track designs are not optimized for the N64. I know that I've stated before that motocross



Stunt cam ensures you never miss a trick



Sorry about this pic, it's a bit crap, I know



I don't know what to say, it happened again





games should have levels other than those limited to grubby, muddy inside stadiums. Now don't get me wrong, the levels look good and generally have nice textures, but the N64 can't handle a decent race with these nice looking backgrounds. As far as thresholds go, the way that riders get flung from their bikes is, for me, far too frustrating. Apart from being flung from your bike if you ram into various obstacles around the track, you'll also catch a one way trip into the nearest mud puddle if your front wheel catches the chunky back wheel of

an opponent. This is incredibly frustrating, even though it's almost impossible to do intentionally and can only really be done when going around corners. This may sound acceptable initially, as you fantasize about the pain you can cause your gaming bud when you hurtle them off towards an inexplicable brown patch outside the track markings, but it's a different story if you're on the receiving end of one of these collisions. There are couple of reasons why this conceptually isn't a good idea. Firstly, corners should be reserved for opportuni-

ties to overtake your opposition, and this is made far too delicate by the fact that you need to keep a safe distance from the person that you're trying to overtake. The other reason why this technique of "rider removal" is not totally appropriate, is because riders who start on the inside edge of the track on the first corner will have an instantaneous advantage over the other riders, as they'll have the inside line and have hardly any chance of having their front wheel clipped.

### Framerate vs resolution

Graphically, Excitebike 64 is nothing particularly special, in fact EA's effort has greater aesthetic appeal. It's not that Nintendo didn't bother to put in some expansion pak compatibility, as Excitebike 64 has a hi-res mode. Although to be honest, I didn't see that it was smooth enough for a serious gaming session, prompting me to "power down" the resolution and play the game low-res with a slightly better frame-rate, even in one player mode.

The frame-rate in the low res is fairly smooth, although those who are pedantic over their frames per second will certainly not be blown away. I would have hoped that Nintendo and Left Field would have removed details along some of the tracks in a bid to get the frame-rate up around the level of RR64, but it was not to be. The other disappointing graphical element is the lack of animation. Sure the game is more about gameplay, but it wouldn't have been too hard to throw a few more frames of animation into some of the scenes. For instance when you come off your bike and skid along the ground, your rider simply curls up into a fetal position whilst they plow into the incoming wall, leaving the impression that the game is simply not polished enough.

So do these criticisms quell the fun factor of this cart? Well they do take their toll, but that's not to say that there is no chance of ordering a greasy pizza, and having a few mates over for a multiplayer bash. Excitebike 64 has a solid two-player mode, which, at the cost of a few more frames, is quite good fun. Whether the three and four player modes are playable is debatable, but I found them to sim-

### STILL EXCITING?

The special tracks that are within Excitebike 64 are quite good. You have the opportunity of racing through wide open desert dunes, a stunt track, motocross soccer, and versions of the original Excitebike and its 3D descendant. The original Excitebike was a game chock-full of simple graphics, but with some truly addictive gameplay, and I wouldn't be surprised if people got into that much more than this 64 bit update. Now fans of the older version no longer have to worry about plugging in their old system for a game of this classic.







ply be too sketchy. Still, Nintendo are to be congratulated for keeping the mode in there to appease those of us who aren't so picky about our frame-rates, and leaving the option open to us, much like Rare did with Perfect Dark.

### Create your own game

As well as multiplayer, there are few game modes that players can access to vary the racing action. There are the usual generic modes, like season, exhibition and time trial but players are also given the chance to play on some special tracks which house various game modes that differ wildly from your standard game of motocross. Most of these must be unlocked before you can access them, but this is the same for the majority of tracks in this game and in fact provides a good reason for persevering through the game's weak points. The good news is that the game does house quite a lot of tracks, so you won't be forced to play through the same boring combination of tracks every time you want a game of motocross. Even if you do, there is a track editor included with the game as well, (as with most motocross games lately) making sure that if you're racing on a boring track you have nobody to blame but yourself.

The music in this cart is pretty good, if a little muffled. It's a sort of funky Wipeout style which, thankfully, strays from the flashy ego driven guitar solos that dominated eighties rock, and so many other racing games on consoles. The effects are okay, with some realistic bike sounds, however, I found that sometimes the engine noise would just cut out or dampen for no particular reason.



Obviously the result of a glitch, so if this happens to you do not adjust your cables, just sit back, relax and be patient.

Excitebike 64 certainly has some fun aspects, but overall doesn't strike me as altogether polished. Motocross fans should definitely check it out, but overall it's a definite try before you buy. Although if you hate motocross, there's really not too much reason to bypass your prejudices. What I'm really waiting for is for someone to combine the mud, with some hardcore wrestling action.

### SECOND OPINION

This game may have the name of a classic NES title and although 3D-ising is a standard way to update games, there isn't much to link the two games. This is just another motorbike game to add to the billion others that have been released recently. - TROY

### ALTERNATIVE ACTION

#### SUPERCROSS 2000



If you want a more serious motocross game then check out EA's Supercross 2000, the graphics are better, although the game is just a bit too realistic for its own good.

### THUMBS UP



- Contains the original NES Excite bike.
- Fun for a four-player bash

### THUMBS DOWN



- The frame-rate chugs harder than Turok 2 (almost)
- The unfair cornering collisions continue to irritate

PUBLISHER: NINTENDO

DEVELOPER: LEFT FIELD

GENRE: MOTOCROSS

RELEASE: JULY

PRICE: \$79.99

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

EXPANSION PAK: OPTIONAL

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

92%



# Bomberman64:SecondAttack

Chris Stead whips out a few bombs and bowls a couple of googlies.

Feel sorry for Bomberman. He is a cute little guy, with a big heart, and a box full of bombs. To many he is an inter-dimensional hero that has nuked the arse of many an evil bad guy. Yet he has struggled to gain acceptance in a world dominated by Marios and Banjos due to a phobia of change. An innate need to continue with what he knows, and to do it the only way a



bomberman can. So with this, his third excursion into the N64 market (Bomberman 64, Bomberman Hero), Hudson Soft attempts to breathe some new life into a dying breed. And as anyone in the N64 universe knows, no-one can sneak past and drop a quiet bomb in an elevator, quite like Bomberman.

In the latest installment, Bomberman is matched up against the evil Rukifelth, a badass warrior that is the epitome of everything your mother warned you about and more. This horrid creature has nicked off with one of the sacred elementals (there are eight in the uni-

verse) from planet Kaos and has recruited a mob of angry space dudes, known as the B.H.B (Black Hole Bang) to help him find the other seven. They begin cruising the galaxy in the spaceship, Noah, invading planets, wrecking havoc and being generally not nice. Along comes our hero, my friend and yours, Bomberman! Looking forward to arriving back at Planet Bomber (also known as Planet Spaceball) disaster strikes when his ship is caught in a Black Hole left by the Noah. Trapped deep in the lair of his enemy, Bomberman with his new friend, Pommy, must duke it out with a host of baddies, destroy each planet's gravity control devises and save us all from Rukifelth.

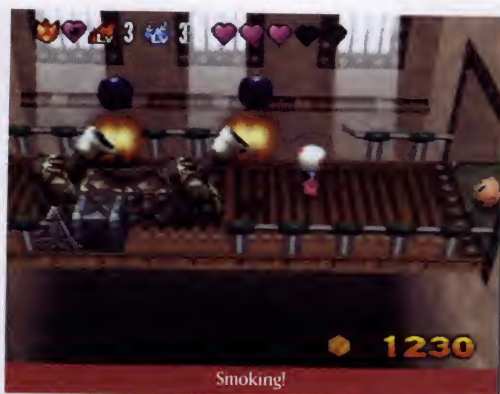
## Mummy, Can I be a Bomberman, too?

There are two main modes in Bomberman: Story and Battle. The story mode is the single



Bomberman tries some of his arctic pick-up lines: "Ice to see you girls."





player romp and involves Bomberman and his pal Pommy carving up the baddies. The game opens with an extensive opening scene that intends to immerse you into the world of Bomberman and to introduce you to his sidekick. This, however, continues for far too long and the amount of pointless chatter can have you screaming for Pommy's blood in seconds. Having said that, Hudson Soft have aimed the game directly at the pokemon region of the pre-pubescent brain, a region which lusts after such characters. At first, Bomberman can only drop bombs and stand back. As the game started I, as would anyone, immediately tried to blow up Pommy, a possibility that did not come to fruition and something that would frustrate me for the rest of the game.

Levels consist of an array of interconnecting rooms where each room must be completed (bad guys killed, door bombed open, puzzle solved) before entry to the next can be acquired. Unfortunately, this becomes a real pain when, if you accidentally walk back through the entry door, you must do everything in that room again. This results in each room being isolated from the rest of the game, a technique that slows up the gameplay but allows puzzles to be solved uncontested. There are 7 worlds to complete, each with a generator and end guy to destroy. The puzzles offer minimal challenge and involve activities such as pushing boxes onto switches while dodging cannon balls. One particular improvement from its predecessor was the enemies possessing a health bar. In accordance with each enemy's resistance, and proximity to the explosion, health is deducted until death. Although 3D, the levels aren't true 3D (like Donkey Kong 64) opting instead for a fixed camera position that looks down on the room from above. This is a return to the original routine after the failed "behind view" method in the crappy Bomberman Hero.

It was the games fantastic multiplayer experience that made the SNES version such a classic, that saved Bomberman 64 and a lack of it, which sucked Bomberman Hero into its own black hole. Second Attack features multiplayer



Bomberman loses it when he sees that even in his own game he plays second best to Pikachu

### BLOWING OUT YOUR FRIENDS



NORMAL

The standard multiplayer level. Send bomb blasts up and down the streets. Collect items from the destroyed boxes. The computer bots use the blocks to their advantage making this level difficult.



PARK

A bit of multi-level four way action can lead to a few good fights. Watch out for the waterfall, which will suck you over the edge and random tornados that twirl across the park.



ISLAND

A lot of space for explosions here and not all that many places to hide. One of the easier levels but watch out for that palm tree, its hard to see what's going on behind it.



CITY

A complex level with little initial space. However, as the buildings come tumbling down the space increases, as does the number of powerups. Watch out for flying cars racing through.



## THE INTRO SEQUENCE



Our hero cruises through space.

The mysterious egg he's discovered.

Warning, black holes are closer than they seem.

Oh No! Just like the Event Horizon.

Oops...



carnage in a large range of levels that tap into the whole Bomberman charisma. Levels such as Battle Royal and King and Knights are opened through a progression arrangement and when you can't lure a mate to his annihilation a reasonably good bot fills

in. In fact the AI was quite competitive. When I worked out the pattern that a character followed each game, I placed a bomb in the appropriate position only to find him dodge it and launch one at me. Amongst all the fighting, phenomena such as tornados and speeding cars must also be dodged. A range of options allows fine tuning of each game and all the new power-ups are included.

### Power-me-up Scotty

During your perilous journey against the hordes of B.H.B many baddies and boxes will explode to leave you a plethora of goodies and bomb types (water, fire, earth, ice). Goodies range from the standard health, money, food (for Pommy) and speed boosts through to extra attack abilities. These include: fire-up and fire-down that change the size of your explosion, bomb-up and bomb-down which regulate how many concurrent bombs can be dropped, bomb kick, bomb throw, expanding bomb, bomb remote and the ability to pickup and throw dizzy enemies. Yep, it's the bomb.

Descriptions and a 'how-to' guide are all explained via an in-game tutorial, something that every game should have and something that produces immediate results for gamers who, like myself, can't be arsed reading a manual. Multiplayer also has items that change gameplay like reverse control, invisible players and invisible land.

The money that is accumulated throughout the game can be used in the shop. The shop features a Parts Section (with an arrangement of artillery powerups), Extras (with extra health and medi-kits) and Hints (which is obvious and requires no writing in brackets). There is also a "Customize Bomberman" option that allows you to completely re-arrange his looks and name, an option that gives extra life to the cartridge.

### Who, What, and How Annoying is Pommy?

Pommy is a little Kirby/Pikachu creature that Bomberman finds in an egg he had on his spaceship. The introducing cut-scene reveals him to be a helpful and irritating sidekick that gives you tips throughout the worlds, helps knock out baddies and engages you in completely pointless and long conversations. Apparently if you feed Pommy the right foods he takes on different personas although I saw no real evidence for this and you can play co-op if someone is willing to be Pommy. Imagine you have chronic dandruff, but have unfortunately been left under a hot light in a straight jacket and you have the general picture



"You know why they call me the Crimson Flame?"



"Hand me that tin of baked beans and the matches..."



McBain: "I had to 'cross' him out."





ink I had a little too much to drink. "I know, I'll eat this bloody egg." "Ah Ha! Take that you rustic gate!"

of how you'll grow to hate Pommy. He is the Jar Jar Binks of this game. Occasionally he will help you out when faced with multiple enemies by adding "When you lay a bomb, its best to stand back." Named because he is short, tubby, pale and never quite fits into Australian culture he did, at times, prove helpful.

### Trapped on the SNES.

While Bomberman's peers have grasped the graphical revolution with both hands (think Donkey Kong and Mario), he has given it a head butt and a swift kick opting for the traditional SNES graphics. Obviously there are enhancements, for example the explosions of the bigger bombs look great and the water flowing through the sewers eludes well towards realism, but basic levels take nothing from the power of the N64.

The graphics are generally splotchy and offer no real depth or atmosphere to any of the levels. Obviously this results in no frame rate difficulties during multiplayer sessions but this doesn't justify the decision to uphold tradition. Annoyingly, the position of the camera prevents you from seeing behind stacked boxes or enemies and many times you'll find yourself running straight into unseen enemies or unseen bombs. The cut-scenes look all right (especially the black hole) but the need to have speech boxes prevents any real flow. There is a distinct return to the graphical style of Bomberman 64 as, and rightly so, Hudson Soft have left Bomberman Hero in the recycle bin.

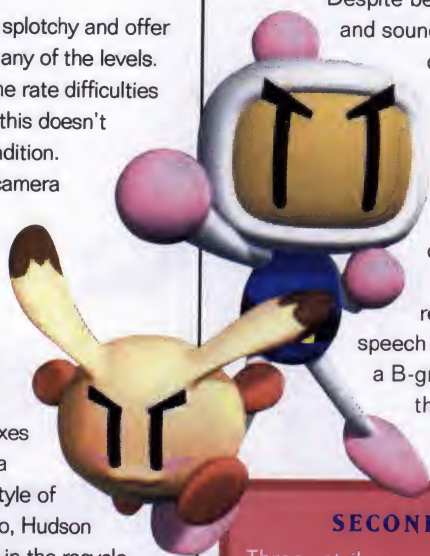
The game is let down again by a disappointing soundtrack. While mildly enjoyable the typical fuzzy, lollipop type synthesizer music gets on the nerves and a short and continuous loop doesn't help. Admittedly this music does fit the game style and game origin however it is nothing new or spectacular and could easily be associated with 100 other games from the last decade. The failure to have audible speech in the game, or even any

form of grunt, was unimpressive and lack of distinctive sound effects for the various enemies was also required. At least the music and sound effect volume can be changed while playing the game. A game about a dude pegging bombs around with random abandon would love a complementary loud and extensive sound effect artillery.

The game controls play well and anyone familiar with the game's predecessors should have little problem playing in. The different bomb dispatching techniques are all handled well and the game caters for both the control stick and the D-pad.

### Bomberman, The Perpetual Runner Up.

Despite being flawed in the graphical and sound departments the addition of a multiplayer component saves this game from the shelves. An engaging plotline is hindered by some niggling gameplay and unoriginal level design. A smoothing out of the cut-scenes and a reduction in the amount of speech may have lifted this from a B-grade platformer towards the standards set by Mario and RARE.



### SECOND OPINION

Three strikes and you're out. Sorry, Bomberman, it's time to hit the showers. This game sux. Way back when these games rocked, Bomberman has not made a smooth transition into the world of 3D. Perhaps the time has come to leave him in the past. If I want a good game of Bomberman I'll be pulling out my ten-player version for the Sega Saturn (I guess every console has one good game). - *Trcy*

### ALTERNATIVE ACTION

#### ZELDA 64.

The graphics are phenomenal, the puzzles challenging, the cut-scenes groovier, the speech scenes relevant and the characters a lot more user friendly. There may be no little Pikachus or Jigglypuffs ferreting around but you can still push rocks onto switches and still throw bombs at enemies.



### THUMBS UP

- Ahhhh... Multiplayer Bomberman. Need I say more.
- You get to mindlessly blow up heaps of stuff.

### THUMBS DOWN

- The cut-scenes are monotonous and too long.
- The conversations were useless.
- The graphics and sound are trapped in the past.



PUBLISHER: VITICAL ENTERTAINMENT

DEVELOPER: HUDSON SOFT

GENRE: PLATFORM/PUZZLER

RELEASE: OCTOBER

PRICE: \$89.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

EXPANSION PAK SUPPORT: NO

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

70%



# CustomRobo

James relives the days of action figure inspired youth



Most readers of this magazine will no doubt recognize the term, "Import Review" as a pseudonym for "really smelly game that is only being released in Japan". In fact, most reviewers really enjoy reviewing import reviews as it gives them a chance to brush up on their harsh critical analysis skills, and more importantly makes them think about more creative alternatives for phrases like "this game sux". However, after playing Custom Robo I'll have to proclaim that such a prejudice against import reviews will now be, at least, slightly diminished as Custom Robo is not a bad game at all.

Japanese culture places high emphasis on efficient, innovative, and productive lifestyles whilst leaning away from the new wave of post-modernism that has been taking over most of the western world for the last few decades. What this means is that conformity has been the dominant undertone and cultural influence for young Japanese children, suppressing their natural desire to represent themselves as individuals. So what does all this arty-



farty cultural jargon mean? Well it's the reason that concepts like Pokemon, Tamagotchi and the like are huge hits amongst kids in Japan, as they finally can capture some sense of individuality. Well now there is another similar title out on the N64, and whilst I know that it won't take off like Pokemon, it sure strikes me as more appealing.

## Real-time Pokemon

In the reality of Custom Robo you play a young boy who goes around his neighboring area looking to pit his own tailored action figure against someone else's in a number of game board arenas. Hopefully you can now see the Pokemon connection. Anyhow, the game is basically divided into two sections, the first being the adventure role, which looks almost identical to Harvest Moon with its camera angle and cutesy big eyed characters where your character walks around and interacts with everybody. The import copy that we received was obviously full of Japanese text, so due to the fact that the most Japanese I have in me is a bowl of noodles, I couldn't decipher a word, but I did have a bit of help from N64 Gamer's dear friend, Kevin Cheung. Basically the discussions are all about issuing challenges to other people's action figures (surprise, surprise) with various other menial comments thrown in. Once you've found someone who's willing to challenge you, you grab a board and throw your action figures (who for some unknown reason look like Rubik's Cubes when they're not fighting)







And this bit is just like WinBack, well except, of course, without any of the cool weapons or stealth tactics

into a dispensing machine, and then "booyah" you're transformed into the realm of the fighting section of this game. This is where all the fun really begins, as you forget about all that turn based nonsense and go head to head against another Robo figure in real time. In truth the game is a like a kiddie version of Sega's Mech Fighter Virtua On, except more fun. The game is still viewed from an isometric view, but the basic concepts of a mech fighter are all here. Your character has three weapons plus a charging attack that they can use to inflict grievous harm on their opposition. The weapons themselves are based on either children's novelties or small animals, and there are plenty of different weapons throughout the game, attaining them in the Mega Man style by beating your opposition who'll have to fork them over. Besides this, the gameplay in the fighting rounds is extremely tight and balanced. Your action figures can turn on a dime, and they possess jump boots that help them rocket around in mid-air whilst showering a barrage of hammer blows on the opposition. There are only a couple of disappointments here, firstly the arena design is mostly pretty basic, and you'll go crazy when you start to think of the almost infinite possibilities that they could've put into each of arenas. Imagine, a fighting platform full of double or triple story levels with interactive traps that you must avoid whilst fighting off your pursuing opposition, as opposed to the mostly flat levels composed of a few randomly positioned walls that make up the levels in the game. The other thing that wasn't in this game, that could've made it awesome, was an option for four players to just get into it and have a rumble. As it stands the two player game is pretty awe-

some, with each player being able fight their customized figures against their friends to see who's is the most superior, adding longevity and healthy competition.

### No Perfect Dark

The graphics in the game are also pretty disappointing. Not so much whilst you are controlling the kid, but in the action figure fight scenes. I know that the appeal of the game lies in its addictive gameplay elements and the ability to customize your bots, but one look at Perfect Dark and you know that our N64 can do a lot better than the elementary textures and polygonal models found in Custom Robo.

Overall, if you are into import games and crave more customizable action, then Custom Robo is the game for you. If you are totally virginal to the whole import scene, then you'll probably be able to survive with your copy of Pokemon stadium.

### SECOND OPINION

I like the look of the game as much as Harvest Moon. Wandering around the isometric world is fun and makes me want a full RPG version of Pokemon to come out on the N64. Custom Robo is an okay game. The only problem is that with the recent release of Perfect Dark I have eyes only for Joanna.

Troy Gorman



### ALTERNATIVE ACTION

#### HARVEST MOON

For RPG action with the same cutesy feel you could take a look at the strangely fun Harvest Moon, or for customizable action you can't go wrong with Pokemon Stadium, although if you are into it, you'll no doubt have the latter game already.



### THUMBS UP



- Fluid and tight gameplay whilst battling it out with your opponent.
- Good number of weapons with which to construct your ultimate toy killing machine
- Cool two-player mode

### THUMBS DOWN



- The level design could've been so much better
- The graphics are decidedly under par
- Where, oh where, is the four player mode?

PUBLISHER: NINTENDO

DEVELOPER: NOISE

GENRE: ACTION/RPG/ADVENTURE

RELEASE: NEVER

PRICE: NA

RATING: G

PLAYERS: 1 - 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: IN CART

EXPANSION PAK: NO

### LASTABILITY



### GRAPHICS



### SOUND



### GAMEPLAY



### OVERALL

84%



# Pokémon Stadium

## Playguide: PART 2



Downloading your carefully trained Pokémon from your Game Boy onto the N64 and battling them in 3D may seem like a simple idea. However, once you get into the gameplay of Pokémon Stadium, you'll find that there are a lot of complexities that need to be mastered. Our local Pokemaniac, Alisha Gleeson, has compiled this essential guide for all potential pokemon trainers.



After mastering Kids' Club and Pika Cup, you can move onto some tougher battling. Things are going to start getting a bit more complicated than just matching types.

### Petit Cup

The level restriction has moved up since the Pika Cup, but there is another restriction that could make things harder. While your pokémon can now be from L25-30, they must be unevolved to be eligible for the Cup. Seeing as most pokémon evolve between levels 16 and 28, it's pretty unlikely that you'll actually have many pokémon able to enter the Cup. You may have to do some training of your lower level pokémon, or just use the Rental monsters.

**Round One** — Your first opponent is Bug Boy. He has a team of Caterpie, Weedle, Paras, Oddish, Bellsprout and Exeggcute. A fire-type like Charmander or Vulpix should beat all six quite easily.







**Round Two** — Next you're up against Lad with Pidgey, Rattata, Ditto, Bulbasaur, Ekans and Zubat. A psychic type like Drowzee is a good choice for beating the poison pokémon. Pidgey and Rattata can be beaten by strong normal-type moves. Your only problem is Ditto. A fire or rock type who knows Dig is a good choice because when Ditto transforms, ground moves will defeat it easily.

**Round Three** — Third up is Nerd. His team is Geodude, Gastly, Voltorb, Shellder, Koffing and Exeggcute. Every single one of them knows Explosion, so a pokémon with good defence, like Geodude, is the best way to beat them.

**Round Four** — Next is Sailor with Krabby, Horsea, Magikarp, Machop, Goldeen and Spearow. The obvious way to beat this guy is with an electric-type like Pikachu or Magnemite. It's also good to have a psychic-type in case you're up against Machop.

**Round Five** — The fifth round opponent is Jr. Her team is Cubone, Growlithe, Meowth, Abra, Poliwhag and Jigglypuff. You'll need a strong normal-type (preferably one with a fighting move), like Jigglypuff or Rattata, to beat the Meowth, Jigglypuff and Abra. A water type like Squirtle or Staryu will take out Cubone and Growlithe.

**Round Six** — Next it's Jr with Diglett, Magnemite, Farfetch'd, Zubat, Charmander and Squirtle. If you have a water-type pokémon which also has an ice move, most of these can be taken care of easily.

**Round Seven** — The semifinal has you up against Lass. She has a very strong team of Kabuto, Pikachu, Vulpix, Clefairy, Jigglypuff and Eevee. Pikachu and Vulpix will both be beaten by a ground-type like Diglett, but the other four can be a problem. The only real way to ensure success is a fighting-type pokémon like Machop or Mankey. Their moves will be super effective against Kabuto, Clefairy, Jigglypuff and Eevee, making your job a lot easier.



**Round Eight** — Your final opponent is Pkmniac. He has Nidoran (male), Nidoran (female), Dratini, Sandshrew, Psyduck and Omanyte. It's a tough team to beat because it's so varied. A psychic type is good for the Nidorans. A grass type should beat Sandshrew, Psyduck and Omanyte (but make sure it's not a poison type as well or Sandshrew and Psyduck will be able to beat it easily). Dratini can be a real problem, being a dragon-type. The only real way to beat it is with ice-type moves like Ice Beam or Blizzard, but you'll need to use TMs to teach these moves to your pokémon.

If you manage to defeat Petit Cup, you are awarded with another trophy. Now it's on to the really tough battles...

## Poké Cup - PokéBall

The Poké Cup is the "Official Tournament of the Pokémon League". Its level restriction is L50-55, making it the main place you'll be battling. It is split into four difficulty levels - PokéBall, GreatBall, UltraBall and MasterBall. However, you'll need to beat each difficulty level in order







to unlock the next one. PokéBall is where the action starts.

**Round One** — First you're up against Biker. His team consists of Nidoran (male), Nidoran (female) Ekans, Hitmonlee, Mankey, and Machop. The good thing is that they all share the same weakness! A psychic-type like Hypno or Alakazam will beat them all easily. If you don't have a psychic, try using a ground-type like Dugtrio or Golem for the poison pokémon, and a flying-type like Pidgeot or Fearow for the fighting pokémon.

**Round Two** — Your second opponent is Rocker. His team is Voltorb, Magnemite, Pikachu, Bellsprout, Bulbasaur and Oddish. Again, they share the same weakness. This time a ground-type pokémon will defeat them all.

**Round Three** — In the third round you battle Juggler. He has Drowzee, Gastly, Hitmonchan, Machoke, Geodude and Clefairy. A psychic pokémon will beat Gastly, Hitmonchan and Machoke. A fighting-type is a good choice for the Geodude and Clefairy.

**Round Four** — Next you'll be fighting Beauty with Horsea, Staryu, Shellder, Kabuto, Cubone and Rhyhorn. A strong grass-type like Venusaur or Tangela will beat them all easily.

**Round Five** — Your next opponent is Medium (who names these guys?). He has a team of Gastly, Vulpix, Zubat, Goldeen, Tentacool and Butterfree. A psychic-type will beat Gastly, Zubat and Tentacool. An electric-type like Electabuzz or Jolteon will beat Goldeen and Butterfree and is also a good backup for fighting the Zubat and Tentacool.

**Round Six** — The sixth battle is against Tamer, who has a team of Rattata, Growlithe, Cubone, Sandshrew, Charmander and Squirtle.

Choosing both a water-type and a grass-type is a good idea as all but Rattata will be taken care of. To beat Rattata, use a strong normal-type like Persian or Snorlax.

**Round Seven** — In the semifinal you fight Psychic. He has a team of Abra, Slowpoke, Exeggcute, Doduo, Farfetch'd and Pidgeotto. An ice-type pokémon like Articuno or Lapras will take care of Exeggcute, Doduo, Farfetch'd and Pidgeotto. Abra and Slowpoke



can be a problem and it's best to use a strong normal or flying type against them.

**Round Eight** — Your final opponent is Old Man. His team is Dratini, Seel, Ditto, Magnemite, Beedrill and Porygon. A ground type is a good choice for Magnemite and Beedrill. Dratini, as usual, causes a problem. If you chose an ice-type pokémon in the last battle it's best to use it again as ice moves are the dragon-type's only real weakness.

The PokéBall difficulty setting for Poké Cup shouldn't be too hard to beat. When you do beat it, you are awarded with yet another trophy. You then unlock the GreatBall difficulty setting, but instead of trying it out, try moving on to a different type of tournament.

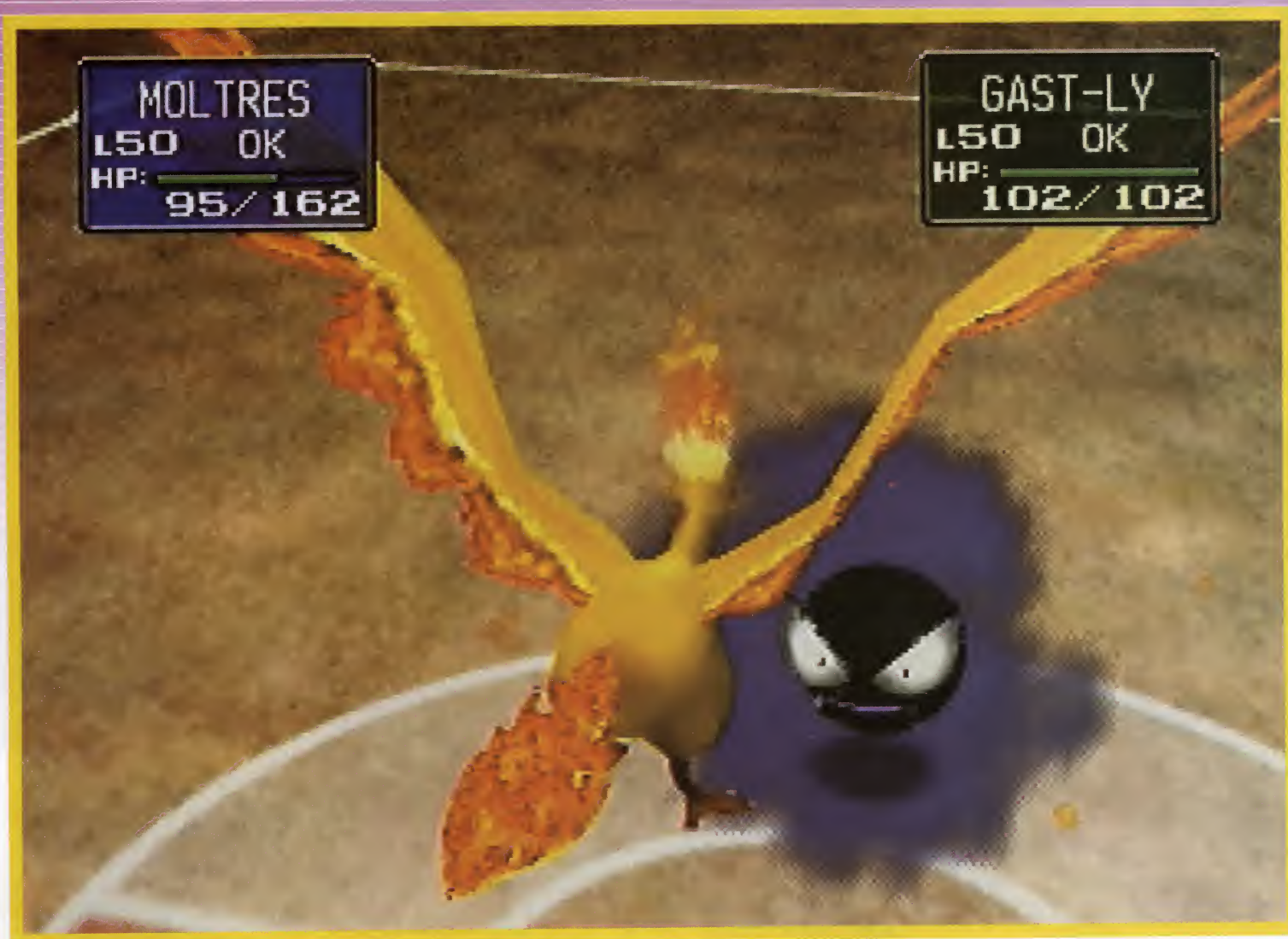
## Prime Cup - PokéBall

Prime Cup is the ultimate fighting tournament. There are no restrictions whatsoever, so you can use any pokémon you like. However, it's not as simple as it sounds. All of the opponent pokémon are on L100. What's more, the rental pokémon available to you are only on L50! If you've been training hard on your Game Boy game, this tournament will be a breeze. But if not, it's the toughest battle you'll ever face. Like the Poké Cup, it is divided into four difficulty settings. You start with PokéBall.

**Round One** — First off you fight Cueball, who has Paras, Caterpie, Weedle, Magikarp, Growlithe and Charmander. A fire-type like Charizard or Ninetales, along with a water-type like Blastoise or Golduck, will defeat them all.







**Round Two** — In round two you fight Rocket. His pokémon are Ekans, Drowzee, Grimer, Poliwhar, Omanyte and Nidoran. A psychic-type like Mewtwo or Alakazam, or a ground-type like Dugtrio or Rhydon, is essential for beating the poison-types. A grass-type like Venusaur or Vileplume is best for the Poliwhar and Omanyte.

**Round Three** — Next you're up against Judoboy. He has a team of Mankey, Machop, Kabuto, Pikachu, Rattata and Cubone. Again, a psychic and a grass type will ensure success.

**Round Four** — Your next opponent is Gambler. His team is Geodude, Magmar, Seel, Goldeen, Krabby and Nidoran. A grass type is yet again essential. You'll also need a ground-type to beat the Magmar and Nidoran. A water-type is a good pokémon to have as backup, as it will be able to beat the Geodude and Magmar.

**Round Five** — In the fifth round you fight Cool, whose team consists of Oddish, Bulbasaur, Squirtle, Psyduck, Horsea and Eevee. An electric-type like Raichu or Zapdos is the best choice

for the water types. Also have a fire-type like Magmar or Moltres for the grass-type pokémon.

**Round Six** — In the sixth round your opponent is Birdboy. He has Abra, Zubat, Pidgey, Spearow, Doduo and Gastly. You'll need an electric-type (such as Magneton or Electabuzz) or an ice-type (such as Jynx or Cloyster) for his flying pokémon, and a psychic type for his poison pokémon.

**Round Seven** — By the time you get to the semi-final you'll be starting to get into tougher battles. You fight Lab Man in the seventh round, and he has Shellder, Vulpix, Tangela, Tentacool, Bellsprout and Dratini. An electric pokémon will defeat his Shellder and Tentacool. An ice-type pokémon like Lapras is the best choice for Tangela, Bellsprout and Dratini. If it has a water-type move as well, it can defeat Vulpix.

**Round Eight** — In the final round you fight Cool. As usual, the final opponent has a varied team and Cool has Flareon, Slowpoke, Diglett, Lickitung, Meowth and Magnemite. Take a grass-type like Venusaur or Victreebel to beat

his Slowpoke and Diglett. A fighting-type like Machop or Hitmonlee is the best way to beat the Lickitung and Meowth. You're left with Flareon and Magnemite, who fortunately have the same weakness. A ground-type like Dugtrio or Onix should be able to defeat them both.

When you defeat the PokéBall level of Prime Cup, you are awarded with another trophy and the option to enter GreatBall. Now you can either go back and fight in the higher difficulty settings of Poké Cup, or continue on with Prime Cup. You'll notice that each trainer has similar - if not the same - pokémon in each difficulty setting, so if you use the same strategies that you did on the PokéBall setting, you should be fine.

If you manage to defeat all four difficulty settings in either tournament, the Game Boy Tower section of the game is "upgraded". It gives you the option to run your Game Boy game at double speed, making boosting your pokémon's levels so much easier. If you defeat all four difficulty settings in both tournaments, you are awarded with yet another upgrade which allows you to run the game at triple speed!



# Pokédex

N64 gamer's Pokémon index & news



## Cock-A-Squirtle-Doo

What better way to wake up than to hear your favourite Pokémon talking to you. Featuring digital time display, it also plays the theme music from the television show and the Pokémon's voice.



## Sleeping with Pikachu

Go camping in the bush or just camp out in your backyard with your very own Pikachu sleeping bag. If you're in a mischievous mood, you can even walk around and make cute Pikachu noises and wear it as a costume because there's a big picture of Pikachu on the front.



## Pokenstein

Create your own Pokémon T-shirts, jewellery, trading cards, masks, invitations, photo frames and lots of other cool stuff on your computer. There are two studio sets. Like the Game Boy games they come in Blue and Red and each version contains 80 of the 151 Pokémon Characters available.

## Picky Bank



No longer will you have to worry about your little brother stealing from your piggy bank. Your money will now be safe with Pikachu to protect it in a Picky Bank.

## Who's tough?

You will be when you apply a Pokémon tattoo to your arm, ankle or any other body part of choice. These are just temporary tattoos, but who will know the difference? There are fifty different Pokémon to choose from in two different styles.





# Badge of Honour



Now you can be the envy of all your friends with your very own Pokemon patches. Stitch them on to all your shirts, shorts and anything sewable. You can even stitch them onto your school uniform and pretend you go to Pokemon High.



# A Real Electric Pokemon

First we had stuffed Pikachu, now we have Electronic Stuffed Pikachu. When you squeeze his hand he talks and his ears wiggle. When you hug him his cheeks light up. Now when you say "Pikachu, I choose you!" he will reply and want you too.



## Figurine this out

Featuring Ash Ketchum, Pikachu and a Pokeball to catch him in. Re-enact Ash capturing Pikachu and go on many adventures with figures of the characters in the television series.

Other packs include Misty and her water-type pokemon or that nasty Team Rocket duo, Jesse and James. Extra pokemon figurines are also available separately. One question; wher's Brock?

# Pika-CHEW

There are 150 different wrappers to collect and it all comes in a reusable tin. Perfect for holding money, or other little pokemon toys.



# Ho, ho, Slowbro



Well, they may not be the most Christmassy theme, but you can now buy Pokemon ornaments for your Christmas tree. They have strings attached to the tops of their heads so they will hang off the tree perfectly.

# Arts and crafts with Ash

You really will have super fun with this kit containing posters, over 150 stickers, sticker album, pencils, paper and tattoos. Decorate your room with your posters and hand in all homework assignments on the Pokemon writing paper.





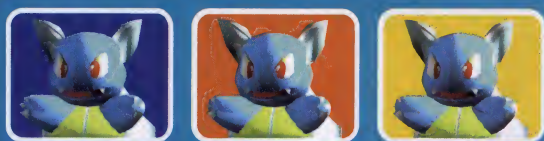
## Character Profiles

With over 251 pocket monsters in the pokemon universe, N64 Gamer has decided to look at a few each month, both from the old and new batch of creatures.



<b>Abra</b> POKEMON 063	<b>Butterfree</b> POKEMON 012	<b>Clefairy</b> POKEMON 035	<b>Machop</b> POKEMON 066
<b>HOW DO I SAY THAT?</b> PER-CHEW	<b>HOW DO I SAY THAT?</b> BUTT-ER-FREE	<b>HOW DO I SAY THAT?</b> CLUH-FAIR-EE	<b>HOW DO I SAY THAT?</b> GAST-LEE
<b>ELEMENT</b> PSYCHIC	<b>ELEMENT</b> FLYING	<b>ELEMENT</b> NORMAL	<b>ELEMENT</b> GHOST
<b>TYPE</b> PSYCHIC	<b>TYPE</b> BUG	<b>TYPE</b> FAIRY	<b>TYPE</b> GAS
<b>HEIGHT</b> 0.90M	<b>HEIGHT</b> 0.6M	<b>HEIGHT</b> 0.6M	<b>HEIGHT</b> 1.3M
<b>WEIGHT</b> 19.5KG	<b>WEIGHT</b> 25KG	<b>WEIGHT</b> 7.5KG	<b>WEIGHT</b> 0.1KG
<b>EVOLUTION</b> ABRA — KADABRA — ALAKAZAM	<b>EVOLUTION</b> ABRA — KADABRA — ALAKAZAM	<b>EVOLUTION</b> CATERPIE — METAPOD — BUTTERFREE	<b>EVOLUTION</b> GASTLY — HAUNTER — GENGAR
This may be one of the most annoying pokemon to have a battle with. They do lack power, but if they are in trouble, they will teleport out of harms way. This makes them very hard to capture also. You should find Abra in routes 24-25 in the Game Boy games.	Butterfree's flying abilities makes it a very useful pokemon for battles. This pokemon does start off as an ugly little bug, but it will eventually turn into a beautiful Butterfree. This is one case where evolution is an advantage.	This is one of the rarest, and cutest Pokemon. There is a legend in Pokemon land that the Clefairy came from out of space, which is why they live on Mt Moon. The moonstone will enable the Clefairy evolve into a Clefable.	This may be one of the most beneficial Pokemon to have in your collection. No Pokemon has an advantage over this ghost. You should find a Gastly in the Pokemon Tower in Lavender Town in the Game Boy game.





# Pokéview

Each month we will look at a classic television episode or film and offer some information that you may not know about the little monsters.



Ash arrives in Veridian City with his wounded Pikachu. Unfortunately Officer Jenny thinks that Ash is a pokemon thief and nabs him. Even though the idea of being handcuffed and spanked by Jenny is appealing, Ash has to rush Pikachu to the Poke Centre.



While Pikachu is busy being operated on by George Clooney, Misty confronts Ash about her bike, which he destroyed.



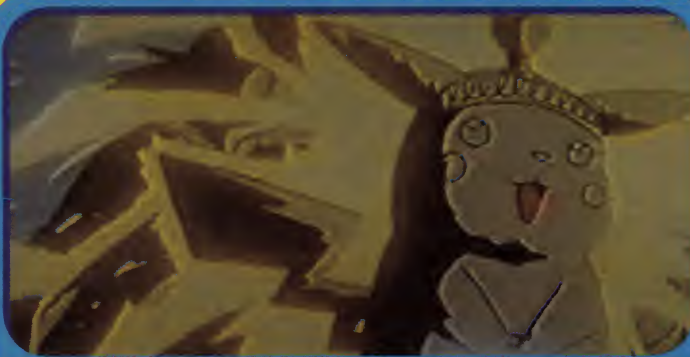
Team Rocket make their first appearance by attacking the Poke Centre. They are after rare and unusual pokemon, to steal for their boss, Giovanni.



Since the power to the Poke Centre was knocked out by Team Rocket crashing through the roof it's up to this group of courageous, little pikachus to generate electricity.



Over the top of the pika pack Ash's yellow mouse appears. He's fully recovered and ready to take on Team Rocket.



Ash connects electrodes to Pikachu's butt and jumps on Misty's (broken) bike. His pedal power is just what is required to super charge the rat, allowing him to save the Poke Centre with one giant thundershock.



# Game Boy



Enjoy all the biggest news on Nintendo's smallest console

## Pokémon Yellow: Special Pikachu Edition

PIKA PIKA ALISHA GLEESON PIKACHU

**Y**ou probably thought Red and Blue were enough, but no. We've had another version of Pokémon thrown upon us.

What's the deal with these different colours? There's basically two different perceptions of this - that it's the exact same game packaged in a different box; or that it's a completely different game, just keeping the Pokémon theme. Sadly,

the truth is closer to the former idea, but there are quite a few features that make Pokémon Yellow stand out.

### *I didn't even understand the first games...*

If you're unfamiliar with Pokémon (because you've been living in a Buddhist monastery in Tibet for the past two years), this game will all seem new to you. Basically, what happens in the world of Pokémon is that kids, called trainers, set out to try and become Pokémon masters.

This is achieved by capturing strange creatures called Pokémon (short for "pocket monsters") and making them fight against other trainers' Pokémon. After defeating the eight gym leaders (top Pokémon trainers who specialise in a particular type of Pokémon), trainers are eligible to take on the challenge of fighting the Elite Four. If they succeed in beating them, they are awarded the title of Pokémon Master.

### *Catch 'em all*

There are 151 Pokémon that trainers can try and capture. This large number is broken down into 15 different types (water, rock, electric etc). With each type comes a large arsenal of attacks, which the Pokémon learn as they gain battling experience. Like a huge version of "rock, scissors, paper" each move is "super effective" against a one type of Pokémon, and "not very effective" against another type. Water is super effective against fire, which is super effective against grass, which is in turn super effective against water. Electric attacks won't affect rock Pokémon, and fighting attacks won't affect ghost Pokémon. It may sound confusing but once you're into the highly addictive gameplay, it will all make sense.

### *So, what's the difference?*

The main difference between Pokémon Blue and Red was which Pokémon you could catch and where. Using the Game Boy Game Link cable, you could trade Pokémon to gain species that could only be caught in the other version. Pokémon Yellow is different - there are no Pokémon that are unique to this version (although there are still some that you can only get by trade). Instead, the Yellow version's differences lie in the bonuses you get.







The obvious bonus is Pikachu. While the well-known electric rodent was catch-able (although rare) in the Red and Blue versions, this particular Pikachu is different. He is captured by Professor Oak (the Pokémon expert) at the start of the game and is given to you as your first Pokémon. In previous versions of the game you were given a choice of Pokémon - Bulbasaur, Charmander or Squirtle. But in the yellow version you're stuck with Pikachu whether you like it or not. Pikachu is unlike any of the Pokémon in the game. Like in the Pokémon cartoon, he refuses to travel inside his Pokéball. This means that he walks along behind you wherever you go (unless, of course, he faints in battle). It may not seem very exciting until you realise that you can talk to him and find out how he feels about you. At the start of the game he won't like you at all, but once you start winning battles with him, he'll get happier. By the end of the game you may even have got him to the point where he



cheers for you and hearts appear above his head! Probably the best feature is that the graphics and sound have improved a lot. Instead of going for the mono look like the previous games, this one actually uses colour. The colour could have been used better, but it's not necessary as the game's emphasis is not on the looks, but on the gameplay. While the background music hasn't improved, there is the inclusion of Pikachu actually talking to you with his entire vocabulary. Sure, this only consists of one word, his name, but it's still a feature that no other Game Boy game has.

#### Is the game worth it?

If you're a fan of Pokémon, you'll love this game! It offers enough new features to keep you occupied (at least until Gold and Silver are released). If you're new to the Pokémon game, the yellow version is a good place to start; the new graphics make the characters resemble those of the cartoon, which most of you will be familiar with. Pokémon Yellow is the best ver-

#### TRADING

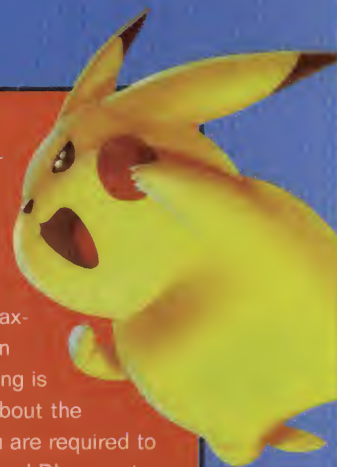
In order to complete your Pokédex, you are still required to trade with other players. Like in the Red and Blue versions of the game, the maximum amount of Pokémon you can get without trading is 124. The one let down about the yellow version is that you are required to trade with both the Red and Blue versions. However, this is made up for by the fact that there are some special Pokémon to collect. There is a trainer within the game who will trade you his Machoke for your Cubone. While Machoke can be caught in the wild, the only way to get its evolved form, Machop, is by trading (it is one of the four Pokémon that evolves when it is traded). So when you give away your Cubone, you will receive not a Machoke, but a Machop! Another example is Farfetch'd. This Pokémon was previously only available by trading a Spearow for it in Vermilion City. In the Yellow version, Farfetch'd is fully catch-able, so you can get as many as you want!



OVERALL

100%

sion yet, so if you can put up with Pikachu, this game is an essential purchase.



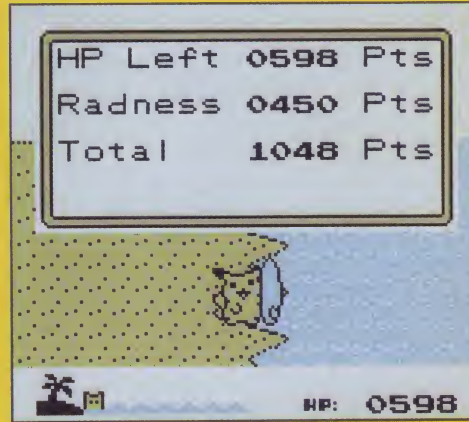
#### BONUSES

There are a number of bonus games in Pokémon Yellow. The main one is taking care of your Pikachu. He reacts to the way you train by a number of facial expressions and sounds. Keeping him happy is no easy task as it means

you'll have to have him with you at all times, and win battles with him. This feature is similar to taking care of a Tamagotchi, for those of you who remember the virtual pet craze back in 1997.

The best bonus game, however, is a secret game called Pikachu's Beach. After meeting

certain requirements in Pokémon Stadium on the N64, using the Transfer Pak, you are able to teach your Pikachu to Surf. If you go to the house south of Fuschia City, you will be able to play this neat mini-game of surfing with Pikachu!





# PowerQuest

CHRIS CASMENCO IS A MODEL FIGHTER

**S**unsoft have developed a 'new' way of fighting, with no fixed positions! Where instead of fighting face to face, you instead fight model to model, where you control your little beasts by remote control. Your primary aim is to eventually power up your little models by purchasing parts and gaining experience by picking fights with weaker modelers, until you are good enough to enter the National Modeler's Tournament.



This game is unique in some respects as it incorporates both adventure and fighting-based aspects into one neat package. It even includes a tournament style, fighting option, which is reminiscent of the original Streetfighter games. The controls are luckily well laid out, which brings this concept forward perfectly. Even though the dialogue is no great epic, it does the job in serving as a basis for an interesting plot,



which keeps you hungry for more.

The graphics generally look good on the GBC, although at times, the colour scheme can make you regret ever buying a Game Boy Color. The sound effects can get monotonous very quickly, but the music overcomes this problem. Overall, this is one power cart that packs a hard punch! So, if you're looking for something that is a little different from the rest, then this is one game that definitely should not be overlooked.



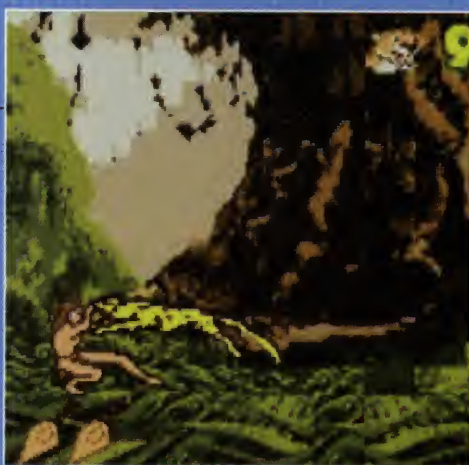
OVERALL

**75%**

# Tarzan

TIM CULBERT HEADS FOR THE JUNGLE

**D**isney's loincloth clad jungle warrior, Tarzan, has been hot property recently, what with the movie and all. Nowadays a game is expected after such a film and this is, naturally, no exception. Activision have pounced on the chance to recreate the classic on the Game boy Colour, deciding to



take the well-worn platform route. You are thrust into control of a young Tarzan who is faced with the task of collecting a specified number of bananas in the level. Of course, as games generally have some challenge, they're not just going to hand you the required number of yellow fruit and you will have to negotiate your way through level after level of crocodiles, fish, birds and various other jungle dwelling creatures. Graphics wise Tarzan is a cut above other GB titles, which is to be expected from a colour only cart. Another factor worthy of note is the two-player hide and seek game that is



an interesting, yet futile attempt at duel player fun on the single system. All in all Tarzan is a quality platformer, one that, unlike some GB titles of the same ilk, actually deserves its place on the system. Some sweet graphics and good old fashioned platform gameplay make Tarzan a title well worth your money.



OVERALL

**82%**



# Prince of Persia

ADAM RORKE LIKES TO BE TREATED ROYALLY

**P**rince of Persia is a side scrolling platformer with some puzzle solving thrown in for good measure. You've been left to rot



in a dungeon and have sixty minutes to save your gal and overthrow the evil doer, Jafar. The idea of the game is very basic. The first objec-



tive is to find your sword and waste a couple of guards. This gives you an idea of what to expect. There are collapsing bridges to cross, falling bricks to dodge and other hazards to avoid. Fighting the guards is something you'll have to get used to because you're going to as you come across a lot of them and all it takes is experience. At first they'll kick your ass but as you go along you'll find they get easier and easier. You may think that doing this for twelve levels may get boring but the puzzles will keep bringing you back for. This game isn't for everyone, but if you're looking for a good, fun puzzler than you can't go past this classic, even if your not a fan check it out!



**OVERALL**

**78%**

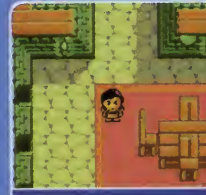
# Quest For Camelot

ADAM RORKE DOES KING ARTHUR IMPERSONATIONS



**Q**uest For Camelot is a role playing game that takes you back to the days of King Arthur and The Round Table. The story starts as Arthur is sitting at his table talking about his plan to give every man a fair share of the land. Unfortunately Rubbin (the designated bad guy) gets ticked off because he wants more. After a short brawl Rubbin kills Arthur's father and escapes. Ten years later Rubbin returns to attack your village and abduct your mother. This is where you come in to take control, save the world and rescue your mum.

Quest plays very much like Zelda: A Link to the Past, and that isn't necessarily a bad thing as Zelda is a one of the best series available on all Nintendo consoles. Quest is almost as good with nice puzzles, large sprites and it's a lot of fun to play. It has the same overhead perspective as you wander around the world so large you'll wonder how it could be crammed into such a small cartridge. Time will slip away, into the ages, as you battle through the dungeons and forests of Camelot.



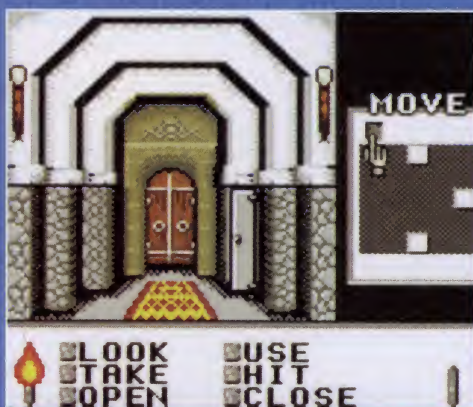
**OVERALL**

**80%**



# ShadowgateClassic

NICK O SHEA GAGS ON A GREASY PIECE OF MEAT



Who's up for another point and click adventure game? Quite a few people, or so think Kemco. The Shadowgate series rears its ugly head for another time around the block, and this time,

the experience is no less harrowing. The plot is driven by no particular motive, and you just happen to start outside the evil mage's tower with a taste for his blood. The nightmare begins, and the puzzles are as retarded as ever. The famed gameplay of the Shadowgate series remains intact - items that are vital to the continuation of your quest are hidden in the most unlikely of spots, quite often you will find yourself dying for one wrong action, such as picking up a book. DUMB!!! Listening to the repetitive, tinny looped tunes is only slightly less painful than having a psychopath bore through your eardrums with a Ryobi power drill. The interface is awkward and fiddly - even going into the next room is a complete pain in the bum and the graphics don't exactly save the day either - bland, boring and basic. This is the sort of game that will have you hurling your Game Boy

against walls, into heavy traffic, onto railway lines, and so on. To sum up, it truly sucks ass.



OVERALL

**10%**



# Ready2Rumble

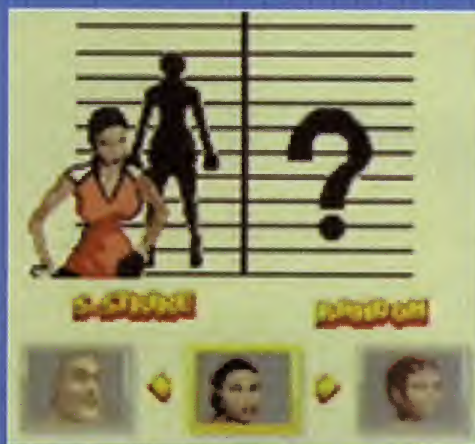
TIM CULBERT FLOATS LIKE A BUTTERFLY



The Ready 2 Rumble titles have long been known for their over the top look at the world of boxing. R2R is everything an arcade game should be, quick, cheap, exaggerated thrills. It is obvious from the outset that the Game Boy version of R2R has been put together with great care. The game

comes in a rumble cartridge that allows you to feel every hit that you take in the game, another interesting feature is that the game contains digitised speech which is arguably the best to ever be experienced on the system. One must wonder what compression techniques the folks at Crawfish Interactive are employing because on top of this they've managed to include FMV introductions for each of the fighters.

With all this crammed into the cart, it is mind numbing to think how they managed to forget to include any real gameplay. Ready 2 Rumble only consists



of two game modes, which are only separated from each other by the amount of fights that you must engage in. There is no create-a-boxer or anything remotely similar, the game also lacks the ability to be played over the link cable.

Ready 2 Rumble had so much going for it until the creators realised they'd all but filled the cartridge and stuffed in some mediocre gameplay. Some of the 'frills' could have been removed from this game to make it a more playable title.



OVERALL

**60%**



# Tony Hawk's Pro Skater

TIM CULBERT SKATES RIGHT ON BY

It was inevitable that the Tony Hawk franchise would make its way to Nintendo's smallest console, the Game Boy Color. This was a natural progression as both the N64 and even PlayStation (yes, I know I should be shot) versions of the game were absolutely packed to the brim with quality skateboarding gameplay. Hence when I got my hands on a copy of the GBC version of the game I was a little more than excited, anticipating what lay before me.

In my opinion Tony Hawk's Pro Skater is only half a game. Before you go off half-cocked (Hahaha... Did you like that? I'm so funny) I'll detail the idea behind Tony Hawk's Pro Skater. Firstly, the game has two sections: the halfpipe mode, which will see you trying to pull off as many Father's Day endangering moves as possible in a set time limit. The other mode consists of the player choosing one of the skaters on offer and riding through one of five skate parks that are rife with hazards.

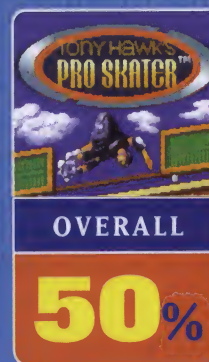
The halfpipe mode is the good portion of Tony Hawk's. Although it is quite simple in principle, a side-on view of your skater heading backwards and forwards on the ramp in an attempt to build speed so you can pull off score enhancing moves in a set time limit, there is plenty of fun to be had. The basic entertainment occurs as you, the skater, try to work out just how many moves you can pull off in one go without ending up spreading yourself all over Mr Hawk's nice, new ramp. All kinds of death-defying stunts can be pulled off including backflips, ollies, 720s and the elusive 900 (only performable when you're using Tony Hawk). An interesting implementation here is that each time you exe-



cute the same move you are awarded less points, this is an attempt to stop players just performing the high scoring moves time after time and places much more importance on difficult combos. As much as I would prefer to spend a night locked in a room with Troy and a small horse than talk about the overhead mode it is my job and I must do so... damn! I'm guessing

that you've worked out that I dislike the overhead mode completely and would be more than content for it to return to the fiery pit from which it came. Firstly, the control is completely unresponsive and more often than not you'll end up riding face first into a park bench. Secondly every time you pull off a 'stunt' instead of actually showing you the move you are greeted with a slide of a skater pulling off that move. This, in my opinion is just dismal and that's all I have to say about that.

Unfortunately Tony Hawk's Pro Skater isn't worth the cartridge it is printed on or something like that. The half-pipe mode is an interesting attempt and is fun to play for a couple of hours but the overhead mode is so abysmal that it is best to steer completely clear of this game. It is disappointing that the Tony Hawk craze is being cashed in on by this horror.







## Hole In One Golf

MEGHAN JANE GIROLER SHOWS OFF HER PUTTER

**T**his is a pretty simple little golf game. Instead of regular golf games when you view the course vertically, this one shows the course from side on. First of all you must aim the club in the angle you wish to hit your ball. When you've done this, you will have a side on view of your golfer. At the bottom of the screen is a power bar that constantly

moves from side to side, giving you the choice of how powerful your shot will be. You also have the option of which club to choose and where on the ball you wish to hit it. With only the choice of three courses, this is the perfect game for those wishing for a quick game of virtual golf.

OVERALL

**65%**

## Bass Masters Classic

MEGHAN JANE GIROLER SMELLS SOMETHING FISHY

**T**his game certainly doesn't give fishing games a good name. Unlike other fishing games, you cannot actually see the fish in the water when you cast in your line. It will, however, be clear when you have caught a fish. A big "STRIKE" sign appears on your screen. All you have to do when a fish is on your hook, is to press down on the D-pad to secure it, so don't expect a struggle to keep your fish. Press A to reel it in. When your fish is secured, you must then play a little game of pulling it in to the boat. You have three chances to bring it in. Not a very interesting game.

OVERALL

**30%**



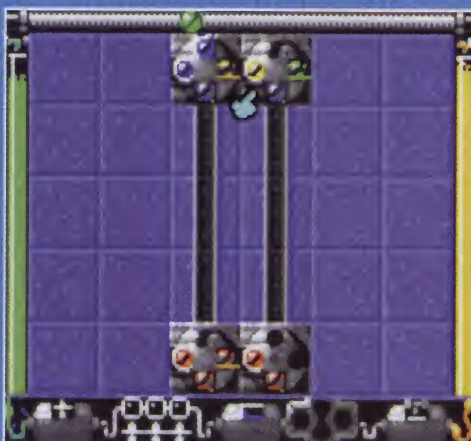
## Logical

MEGHAN JANE GIROLER REASONS WITH THE GAME

**T**his is certainly a puzzle game like no other. Two pipes are in the centre of your screen with a gear at each end. Each gear has four holes. Different coloured balls roll from side to side across the top of the top two gears and drop into the holes. You must then pivot the gears so you can drop the balls into the lower gears. The aim is to fill the lower gears with balls of the same colour. When you do this they burst, leaving you with an empty gear to fill. The game can get a bit monotonous after a few levels, but it is a bit of a skill tester in the beginning.

OVERALL

**55%**



## Ballistic

MEGHAN JANE GIROLER DOES SOME BALLSY MOVES

**T**his is one of those puzzle games that are really quite simple, yet also very addictive.

The aim is to stop a string of bubbles moving in a spiral formation from hitting the "dead end" (a line in the middle of the spiral). Stopping the line has a very similar technique to Bust a Move. You must connect three bubbles of the same kind in order for them to burst, making the line shorter and further away from the dead end. There is also a Versus mode, but you must be pretty clever in order to win. Instead of just taking out bubbles as they come, try to burst a whole bunch in one go. This may not appeal to all gamers because of its simplicity, but it does have its charm.

OVERALL

**75%**



# NBA3on3: Featuring Kobe Bryant



MEGHAN JANE GIROLER GOES FOR A SLAM DUNK

As the title suggests, this a three on three action basketball game. Apart from the game itself, some features are very appealing. You can build your own character from scratch and add him onto which ever team you choose. The court is viewed from a 45 degree angle, which makes the gameplay a tad confusing. Fortunately the controls can be changed so they are

reversed. The graphics are not the best, and if you stand still for a few seconds, so will everyone else. It is not that hard to win this game. There is hardly any defence, so if you shoot the ball towards the hoop, it will go in.

OVERALL

50%

# MaddenNFL2000

MEGHAN JANE GIROLER PLAYS BALL

This is the first of the Madden series to appear on the Game Boy Color and it was definitely worth the wait. Unfortunately, compared to the Nintendo 64 version it is a lot more simplified. The characters are pretty small, so a little bit of squinting should be expected. Football on the Game Boy is not the simplest task in the world, but Tiertex and THQ have done a really good job. The controls may take a while to get used to, with the return of bringing up three windows to pass the ball, but it's actually quite simple. This is only a one player game, but grid iron fans will not be disappointed by this smooth running game.



OVERALL

70%

# NFLBlitz 2000

MEGHAN JANE GIROLER TOUCHES DOWN

Well, it's not as good looking as the Nintendo 64 version (of course), but it is still playable. The game is viewed from over head, so the violent tackles unfortunately can not be brought to the Game Boy. You still have all of the same features of the Nintendo 64 version, like the defence plan and team choices. There is a little animated man from the other team nicely giving you the reassuring words "I'm gonna squash you like a bug" in between plays.

The game play is a little slow and the graphics are not the best, so NFL Blitz fans may be a little let down.

OVERALL

60%

# NHLBladesofSteel

MEGHAN JANE GIROLER GETS BACK TO BASICS

Even though this five on five, action, ice hockey is by EA Sports, it's not the best, so don't get too excited. The game play is pretty basic and there are no violent shots of the puck during the game like there were in the other versions. One feature this game does have is out-of-game player fights. If in a fight, you are sent to the bench. The gameplay isn't too great; it is just a basic pass and shoot system. You can link up with a friend using the link cable for the versus mode.

OVERALL

60%





## All Star Baseball 2001

### Lizard Team

Have a player hit a sign that says "Win a Lizard" in Kaufmann Stadium to turn the team into lizards.

## Armorines

### All Level Access

At the cheat menu go to enter and enter "SKIPPY" you will be allowed to go to any level at any time (If on a mission abort mission and select the level of choice).

### All Weapons

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "LOADED" as a code.

### All cheats unlocked

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter GOLDENPIE as a code.

### Egypt Fodder in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "CLAW" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Female Trooper in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "GODDESS" as a code. Note: Multi-player mode character codes may only be used one at a time.

### God Mode

To unlock God mode, go to the cheat menu and type in 'GODLY'.

### Hive Fodder in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "UGLY" as a code. Note: Multi-player mode character codes may only be used one at a time.



### Hive Guard in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "LEGGY" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Hive Passwords

LEVEL	PASSWORD
1	PNRVPZ
2	NGQDCZ
3	VRGBNZ
4	SVPQQZ

### Infinite ammunition

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "SORTED" as a code.

### Level passwords

LEVEL	PASSWORD
2	PNTNNP
3	NGMLQP
4	SPLGZW
5	DQRFKW

6	PSQQLW
7	NBGJVX
8	VKPDMX
9	SDKNSX
10	PVBWGJ
11	NWVCHJ

Enter these at the password screen, not the cheats screen.

### Run faster

Pause the game. Select "Cheats" at the pause menu. Then enter "SONIC" as a code to run nearly twice as fast.

### Second Level Access

In the main menu go to the "password" icon, enter "pntnnp".

### Volcano Guard in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "RUBBER" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Wire frame mode

Pause the game. Select "Cheats" at the pause menu. Then enter "SKETCHY" as a code.

## Asteroids Hyper 64

### Original Asteroids

Shoot the green object in Zone 1, Level 15 to play the original Asteroids game.

## Banjo-Kazooie

### 100 red feathers

for 100 red feathers (not unlimited) at Treasure Trove Cove on the sandcastle floor enter the folling cheat: greobdlfueeathders

### Bottles' Bonus

After Beating Treasure Trove Cove, go back to Banjo's House, outside Gruntilda's Lair. Once inside, look at the Bottles the mole picture and you will go into a secret game of put the moving puzzle pieces together. Once all the pieces are fitted, congratulations! You've just accessed the first code. To redeem it, go to Treasure Trove Cove, drain the water around the castle, and enter. Every time you complete one of his puzzles he will give you a new code, they are as follows:





**FIRST PUZZLE:** BOTTLESBONU-  
SONE this gives Banjo a big head.  
**SECOND PUZZLE:** BOTTLES-  
BONUSTWO this gives Banjo big  
feet and hands.

**THIRD PUZZLE:** BOTTLES-  
BONUSTHREE this gives Kazooie  
a big head.

**FOURTH PUZZLE:** BOTTLES-  
BONUSFOUR this gives Banjo a  
tall skinny body and a little head

**FIFTH PUZZLE:** BOTTLESBONUS-  
FIVE this gives Banjo a tall skinny  
body little head, big hands, and  
big feet.

**SIXTH PUZZLE:** BIGBOTTLES-  
BONUS this gives Banjo a tall  
skinny body, big head, big hands,  
big feet. (this code may also give  
Kazooie a big head too, I can't  
remember, you'll see when you  
try it)

**SEVENTH PUZZLE:** WISHYWASHY-  
BANJO this turns Banjo into a  
washing machine. He still has all  
his abilities, he just looks different.  
To cancel these codes, enter the  
word NOBONUS.

### Bubbleloop Surprises

In Bubbleloop swamp, there is a  
shock jump pad that'll take you to  
the top of a hut.

Butt-stomp this hut to reveal  
another jump pad. Somewhere  
there is a "Gruntilda Switch" that  
gives you a puzzle piece and blows  
the cone off of the little statue of  
Gruntilda by the note door that  
requires 260 notes. There is also a  
Jinjo in a hut and a well-hidden  
Mumbo Token in mid-air.

### Bug Repellant

First put in the code for unlimited  
gold feathers (you don't NEED to  
but, it helps). Then, while using the  
Wonderwing, break a honey case.  
Keep Wonderwing on and wait for  
the bees to begin to attack you.  
They will die instantly (and rather  
humorously, i think) and will never  
pose as a threat to you.

### Cheato's First Spell Book

To enter Cheato's first lair, go into  
Bubbleloop Swamp and find  
Mumbo's Hut. (To find Mumbo's  
hut, go above the gator's head into  
the maze and you'll have to find his  
hut.) He will transform you into a  
gator. Now exit Bubble Gloop  
Swamp and go into Gruntilda's lair.  
Try to go BEHIND the entrance to  
Bubble Gloop Swamp. If you suc-  
cessfully go behind puzzle to

Bubble Gloop Swamp, you'll find  
Cheato the Spell Book.

### Cheato's Second Spell Book

Go to the level MAD MONSTER  
MANSION. Change to the pump-  
kin and go to the platform that  
BRENTILDA is on, go through the  
little hole and get the red spell  
book. Then go to the BANJOKA-  
ZOOIE puzzle in TREASURE  
TROVE COVE then enter RED-  
FEATHERS to get 100 feathers  
and a maximum of 100.

### Cheato's Third Spell Book

To find Cheato's 3rd spellbook, you  
have to have the water risen to the  
2nd level before you can race to  
the lair. Find the switch to raise the  
water to the third level (behind a  
grated pathway behind the 460  
note door when the water has risen  
the first time.) Go through the door  
then immediately dive down in the  
water and go to the Rusty Bucket  
Bay area and swim to the top after  
coming out and look for a staircase  
and that will lead you to the lair.

**Note:** After hitting the switch to  
raise the water to the third level,  
you'll only have 30 seconds to get  
your furry hide to the lair.

### Double Health

If you have enough notes, open the  
882-Note Door, then stand on the  
puzzle piece platform. By complet-  
ing the picture with four of your  
Jiggys, your Honeycomb Energy  
Meter will turn red. From then on,  
your Honeycomb Energy will be  
twice as strong. In essence, one red  
Honeycomb Energy Piece will repre-  
sent two pieces on your meter, so  
one hit will turn a red piece yellow,  
and a subsequent hit will complete-  
ly deplete the piece of energy.

### Extra Life on Banjo's House

Get to the top of Banjo's house by  
doing a sommersault and then  
jump on top of the chimney. Jump  
as high as you can and touch the  
the golden statue of Banjo, result-  
ing in an extra life. There's another  
extra life behind the waterfall.

### Extra Starting Animations

When picking a game to load,  
press START+R+A simultaneous-  
ly. If your timing was right you'll  
be rewarded with a humorous  
animation.

### Funnier Game Select Animations

Want to have some fun with Banjo  
when you load the game? Well,  
here's how. Go to the Game Select  
area and choose your game. Now,  
do one of the following:

**ON GAME 1:** Watch the fish swim-  
ming around in the fish-bowl. After  
a while he will butt his head into  
the side of the bowl, causing a  
TOCK sound. Immediately after  
you hear the third TOCK sound,  
press A and Banjo will be thrown  
out the window.

**ON GAME 2:** Again, watch the fish  
swimming around in the fish-bowl.  
After a while he will butt his head  
into the side of the bowl, causing  
a TOCK sound. Immediately after  
you hear the third TOCK sound,  
press A and the wall will spin  
around causing Kazooie to be  
chucked outside.

**ON GAME 3:** You must listen for the  
BOING sound coming from the  
Gameboy. The third time you hear it,  
press A and a giant spring will come  
out from the the bottom of the chair,  
launching Banjo out of the house.



## Hidden Terrain Boots

When you enter the door to cavern that has the walkway to Bubblegloop swamp, there are 2 log entrances. One leads to Brentilda, the other to a pair of well hidden terrain boots. Use these to get to a small entrance behind Bubblegloop swamp that leads to freezezy peak.

## Infinite Air

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell GIVETHEBEARLOTSOFAIR. **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.

## Infinite Eggs

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell BANJOBEGSFORPLENTY-OFEGGS. (Banjo begs for plenty of eggs.) **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.

## Infinite Gold Feathers

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell AGOLDENGLOWTO-PROTECTBANJO. **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.

## Infinite Lives

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell LOTSOFGOESWITHMANY-BANJOS. **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.

## Infinite Mumbo Tokens

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell DONTBEADUMBO-GOSEEMUMBO. (Don't be a dumbo, go see Mumbo.) **NOTE:** You won't hear a sound confirming the code.

## Infinite Red Feathers

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell NOWYOUCANFLY-HIGHINTHESKY. **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.



## Jumping Tip

As you know, there are three types of jumps in Banjo-Kazooie. In all three, if you press the ATTACK button during your jump you'll travel a little farther than you normally would.

## Less Damage From A Fall

To take less damage from a fall, press B just before you land.

## Maximum Health

After entering CHEAT on the sandcastle floor in Treasure Trove cove, spell ANENERGYBARTOGETYOU-FAR. **NOTE:** You won't hear a sound confirming the code until you've entered the entire sentence.

## Refill Eggs, Red Feathers, and Gold Feathers At Once

Once you have all 3 Cheato book codes, you can go to the floor of the Sandcastle and enter these letters to refill everything all at once: BLUEREDGOLDFEATHERS

## Rusty Bucket Bay Whistle Combination

The combination for the whistle game in Rusty Bucket Bay is 312-111.

## Secret Room in Monster Mansion

In Mad Monster Mansion there is a secret room outside the Church. Look at all the stain glass windows outside the castle and the one with a picture of Banjo and Kazooie jump into it.

## Warp Cauldron Locations

The warp cauldrons transport Banjo-Kazooie to other locations in Gruntilda's Lair. The time it takes to get to certain levels can be noticeably reduced.

There are four sets of cauldrons.

**PURPLE:** The first purple cauldron can be found through a passageway in the area where the Treasure Trove Cove jigsaw puzzle is located. The second cauldron is located in the area prior to Freezeezy Peak, where there is a large witch's head. It can be found tucked in a cave that is hidden behind a spiderweb. Use eggs to destroy the web.

**BLUE:** The first blue cauldron can be found near the second purple cauldron is located. Go to the top of the spiral walkway, where there is another spiderweb on the ground. Shoot eggs out your rear to destroy the

web. The second blue cauldron is located in the area with the entrance to Rusty Bucket Bay. It is near the top of a bunch of stacked boxes.

**RED:** The first red cauldron is located inside the pipe below the passageway heading to Clanker's Cavern (also the same area where there is a passage to Treasure Trove Cove). The second red cauldron is tucked away in a passage at the bottom of the hill before Click Clock Wood. There are two entryways and they are just barely visible above the grass.

**YELLOW:** After beating Gruntilda's gameshow go up the spiral staircase to find the first cauldron. The second one is behind the starting platform for the gameshow.

## Battle Tanx: Global Assault

### All Weapons

Enter the password RCKTSRDGLR.

### Brandon Gang

Enter "NNKNHCKS" as a password to unlock Brandon's Gang in multi-player mode.



## Campaign mode bonus level

Enter "WRDRB" as a password. Alternately, complete Campaign mode at any difficulty.

## Custom 1 Gang

Enter "TRDDYBRRKS" as a password to unlock Custom 1 Gang in multi-player mode.

## Invincibility

Enter "HPYPHPY" as a password.

## Level Select

Enter the password 80DYS.

## Secret Level

Enter "wrdrb" as a code

## Self Destruct

To destroy your tank hold all 4 c-buttons at once.

## Suicide

Press C-Up + C-Down + C-Left + C-Right during game.

## Weapons power-up (1P)

Collect 15 power-ups for the same weapon. Aim at an opponent and press A + B to fire a powered-up version of the same weapon in single-player mode. (Note: With guided missiles, you must push Z to fire the laser.)

## Weapons power-up (multi-player)

Collect 15 power-ups for the same weapon. Aim at an opponent and press A + B + Z to fire a powered-up version of the same weapon in multi-player mode (Note: Cheat does not work with grenades.)

## Castlevania: Legacy of Darkness

### Get The Crest half A in second stage

First, you must have activated the ledge that is brought up by the cor-

rect order of the switches. Also, be sure to have the rose garden key. Use a sun card if it is not morning out, then go to the rose garden and you should see a red rose in the center area with white roses, press the grab button and you will receive the Thorn key. Take the key to maze garden, and go to the locked fence. Open it and get the rose. Once you have the rose, be sure to take it the top of the water fountain, and place it in there. You will then obtain the half crest A.

## Hidden Villa Items

When in the Villa (inside the castle) you notice a chandelier hanging from the ceiling. Climb the stairs, face it, and use your long distance attack. After about 3 hits it will shatter revealing chicken, a cure ampoule, gold, and a red jewel.

## How to save Henry

If you are having trouble with sav-

ing Henry go to the gate you first went through to get the Rose Garden Key and wait till Henry is right behind you. Then open the door and there you go.

## How to use Henry

Beat the game on any difficulty and at the ending credits save your game. You should then be able to use Henry he has a gun and a sword. His mission is to save 6 children in 7 days. It's tough.

## Chameleon Twist 2

### Different Background Pictures

When you beat the game you will be rewarded with new background pictures. To see them you need to save the game on an N64 controller pack after you beat chameleon twist 2. You will see the new pictures when you reset the N64.

# MEGA CHEATS

## PlayStation

- 427 Spyro 2: Ripto's Rage
- 428 Vigilante 8: 2nd Offense
- 429 Tomorrow Never Dies
- 430 Supercross 2000
- 431 Medal of Honor
- 432 Jurassic Park: Warpath
- 433 Test Drive 6
- 434 Tomb Raider: Last Rel.
- 435 Street Fighter EX 2 Plus
- 436 Logo Racers
- 437 40 Winks

- 438 C & C: Rod Alert
- 439 Contender
- 440 Contra: Legacy of War
- 441 Cool Boarders 2
- 442 Cool Boarders 3
- 443 Courier Crisis
- 444 Crash Bandicoot 1
- 445 Crash Bandicoot 2
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# Win Army Men



## WINNERS from issue #28

Carmelo Di Mauro, NSW  
Rhann Chenery, VIC.



Thanks to our great friends at **Jack of All Games**, we have **12 prize packs** to give away. The first **6 winners** will each receive a pack **valued at \$147.85** which includes an N64 "Army Men: Sarges Heroes" Game, a Joytech Memory Card and a Game Boy Mania magazine. The six runners up will each receive a pack **valued at \$57.90** which includes an "Army Men: Sarges Heroes" Colour Game Boy Game and a Game Boy Mania magazine. All you have to do to enter is **subscribe!**

Terms and Conditions: 1. Entry is open to residents of Australia and New Zealand except employees and the immediate families of Next Publishing Pty Ltd and its agencies associated with the promotion. Only entries completed with these Terms and Conditions will be eligible. Entry by subscribing to N64 Gamer magazine from issue 30 only. 2. Competition begins at 9am 21st June, 2000 and entries close at 6pm 18th July, 2000. 3. In determining eligibility the judge's decision is final and no correspondence will be entered into. 4. Winner will be drawn at 9am 1st August, 2000 at Next Publishing Pty Ltd, 78 Renwick Street, Redfern NSW 2016. 5. Prizes must be taken as offered and are not redeemable for cash. The promoter is not responsible for misdirected or lost mail. 6. Six major prize winners will each receive one Army Men Sarges Heroes Game (RRP\$89.95 each) plus one one Joytech Memory Card (RRP\$49.95 each) plus one Game Boy Mania Magazine (RRP\$7.95) Six runners up will receive one Colour Game Boy Army Men Game (RRP \$49.95) plus one Game Boy Mania Magazine (RRP\$7.95) The total prize is valued at RRP \$1234.50. The winner will be notified by mail and results published in issue 32 of N64 Gamer on sale 16th August, 2000. The promoter is Next Publishing Pty Ltd ABN 88 002 647 645 of 78 Renwick Street, Redfern, NSW, 2016. ACT Permit TP99/4276. SA Permit T00/1028, NSW Permit T00/4880.



↓ S U B S C R I B E

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N6430



# Buyer's Guide



The essential N64 checklist. Don't buy anything without checking its score here first.

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Essential Purchase

Good Buy

Not Bad

## 40 Winks



**Reviewed issue #22**  
**3D Platform** • ↑↑ **Overall 79%**  
**GT Interactive** • Rumble • \$99.95  
 • Vibrant and crisp visuals, interesting locations, two player co-operative gameplay (letting you run anywhere) and a variety of different characters you can change into, make this an above average platformer.

## 1080 Snowboarding



**Reviewed issue #5**  
**Racing** • ↑↑ **Overall 93%**  
**Nintendo** • Rumble • \$99.95  
 • One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.

## All Star Baseball 2001



**Reviewed issue #29**  
**Baseball** • ↑↑↑↑ **Overall 91%**  
**Acclaim** • Rumble • \$99.95  
 • The last of Acclaim's N64 baseball titles. It builds on the previous two games but doesn't really add much new. If you have the early games it may be best left on the shelf. If you're yet to try the All Star series then this is the one to get.

## Armorines



**Reviewed issue #24**  
**Shooter** • ↑↑↑↑ **Overall 78%**  
**Acclaim** • Rumble • \$99.95  
 • The shooting action is adequate, if a little dull, and the control is slippery but it looks nice and it's not a bad shooter. The problem is that there are at least five better shooters available.

## Army Men: Sarge's Heroes



**Reviewed issue #22**  
**Shooter** • ↑↑↑↑ **Overall 82%**  
**Nintendo** • Rumble • \$99.95  
 • There are plenty of tough objectives and meaty weapons to make this toy soldier shooter highly enjoyable. Be warned that the sluggish controls make it more about thinking than reflexes.

## Automobili Lamborghini

**Reviewed issue #01**  
**Racing** • ↑↑↑↑ **Overall 81%**  
**GT Interactive** • Rumble • \$99.95  
 • Slick visuals and solid gameplay. Unfortunately, twitchy controls and a lack of real speed prevent this from being a great game. Still, it's a lot better than most N64 racers.

## Banjo-Kazooie



**Reviewed issue #07**  
**3D Platformer** • ↑ **Overall 95%**  
**Nintendo** • Rumble • \$49.99  
 • One of the best looking and

most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.

## BattleTanx: Global Assault



**Reviewed issue #23**  
**Shooter** • ↑↑↑↑ **Overall 75%**  
**3DO** • Rumble • \$99.95  
 • It offers solid multiplayer action and a cool theme about a future world fighting over the handful of remaining women, but the graphics are lame and the single player game is boring.

## Beetle Adventure Racing



**Reviewed issue #15**  
**Racing** • ↑↑↑↑ **Overall 91%**  
**Electronic Arts** • Rumble • \$79.95  
 • That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does however have a lot of a small word called "fun".

## Bio Freaks

**Reviewed issue #06**  
**Fighting** • ↑↑ **Overall 63%**  
**GT Interactive** • No Rumble • \$99.95  
 • One of the most violent and bloodthirsty games on any console, Bio Freaks is an average mix of air and land-based 3D fighting.

## Body Harvest



**Reviewed issue #09**  
**3D Shooter** • ↑ **Overall 68%**  
**Gremlin** • Rumble • \$99.95  
 • On your time travelling, alien slaying mission you get to control over 60 different vehicles. Nice ideas are ruined by the game's sloppy 3D engine.

## Buck Bumble



**Reviewed issue #09**  
**3D Shooter** • ↑↑ **Overall 71%**  
**Ubi Soft** • No Rumble • \$99.95  
 • The game provides a great mix of 3D flying and shooting action. It's not as good as Lylat Wars but fans of the genre will enjoy it.

## Carmageddon



**Reviewed issue #16**  
**Racing** • ↑↑ **Overall 81%**  
**Ozisoft** • Rumble • \$99.95  
 • There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

## Castlevania



**Reviewed issue #14**  
**3D Platform** • ↑ **Overall 87%**  
**GT Interactive** • Rumble • \$99.95  
 • Konami have updated their classic 2D platforming gameplay by introducing an epic quest and a sprawling 3D world to explore.

## Castlevania: Legacy of Darkness



**Reviewed issue #25**  
**3D Platform** • ↑ **Overall 85%**  
**GT Interactive** • Rumble • \$99.95  
 • Last year's Castlevania title lacked long-term appeal. With a couple of new levels and three new characters to use, this game is a much more worthwhile game (not if you already have the original though).

## Chopper Attack



**Reviewed issue #08**  
**3D Shooter** • ↑ **Overall 65%**  
**Midway** • Rumble • \$99.95  
 • The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up gameplay', but lacks anything really exciting.

## Command & Conquer



**Reviewed issue #19**  
**Strategy** • ↑ **Overall 79%**  
**Nintendo** • Rumble • \$99.95  
 • A perfect conversion of the PC classic. C&C lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

## Crusin' World

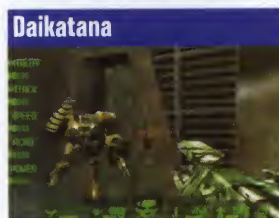
**Reviewed issue #08**  
**Racing** • ↑↑↑↑ **Overall 69%**  
**Nintendo** • Rumble • \$79.95



• Better than the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore.



**Reviewed Issue #29**  
Golf • ↑↑↑↑ **Overall 79%**  
EA Sports • Rumble • \$99.95  
• This game screams, "Licence Sales" so loudly that it is deafening. Hiding underneath is an average arcade golf game that can be fun for a while. Mario Golf would definitely be a better purchase.



**Reviewed issue #27**  
Shooter • ↑↑↑↑ **Overall 84%**  
Playcorp • Rumble • \$79.95  
• The shooting action in this game is solid but it is overshadowed by the Turoks and Perfect Darks of this world.



**Reviewed issue #23**  
Racing • ↑↑↑↑ **Overall 75%**  
GT Interactive • Rumble • \$99.95  
• Choppy frame rates and non-existent AI prevent this PlayStation conversion from being a hit. Still, the graphics are detailed and smashing the cars is fun in the short term.



**Reviewed Issue #01**  
Racing • ↑↑↑↑ **Overall 92%**  
Nintendo • Rumble • \$79.95  
• DKR's single player game surpasses Mario Kart's in every

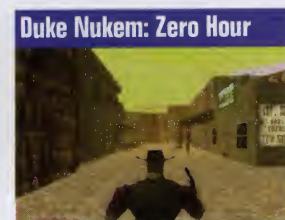


**Donkey Kong 64** **Overall 98%**  
#23 • 3D Platform • ↑↑↑↑ • Nintendo • Rumble • \$79.95  
• Banjo was an enjoyable clone of Mario, but with DK 64 there is no doubt that Rare has surpassed Nintendo's classic by immense proportions. The graphics are absolutely stunning, the worlds are immense and controlling five main characters (packing weapons) ensures that this game will keep you glued for a long time. There's also a highly enjoyable multiplayer mode. Unbeatable gaming fun!

way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.



**Reviewed Issue #26**  
2D Platform • ↑ **Overall 71%**  
Activision • Rumble • \$99.95  
• Graphically this game looks fine but the 2D scrolling action really can't compare to today's epic 3D extravaganzas.



**Reviewed Issue #19**  
3D Shooter • ↑↑↑↑ **Overall 83%**  
GT Interactive • Rumble • \$99.95  
• Duke Nukem tries it Lara Croft style in his new 3rd-per-

son adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!



**Reviewed issue #23**  
3D Platform • ↑ **Overall 69%**  
Interplay • Rumble • \$99.95  
• The game has an off-beat story and objectives but the graphics are ordinary and the platform action is surpassed by many other games. The camera can also be very painful at times.



**Reviewed issue #10**  
Racing • ↑↑↑↑ **Overall 71%**  
Acclaim • Rumble • \$99.95  
• As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but there's some appeal to be found for fans.



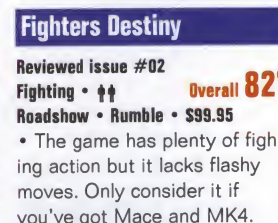
**Reviewed issue #19**  
Racing sim • ↑↑ **Overall 92%**  
Paradigm • Rumble • \$99.95  
• Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.



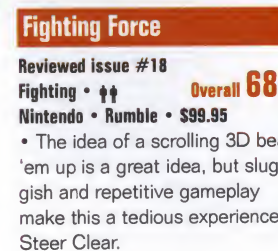
**Reviewed issue #08**  
Racing • ↑↑↑↑ **Overall 92%**  
Nintendo • Rumble • \$99.95  
• Fast, furious gameplay combined with the smoothest visuals in any racing game on the N64 (60 frames per second) make this one hell of a ride. The multiplayer mode is brilliant.



**Reviewed issue #13**  
Soccer • ↑↑↑↑ **Overall 90%**  
Electronic Arts • Rumble • \$99.95  
• Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.



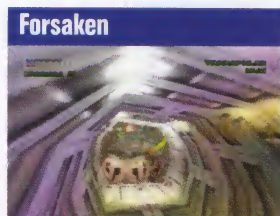
**Reviewed issue #02**  
Fighting • ↑↑ **Overall 82%**  
Roadshow • Rumble • \$99.95  
• The game has plenty of fighting action but it lacks flashy moves. Only consider it if you've got Mace and MK4.



**Reviewed issue #18**  
Fighting • ↑↑ **Overall 68%**  
Nintendo • Rumble • \$99.95  
• The idea of a scrolling 3D beat 'em up is a great idea, but sluggish and repetitive gameplay make this a tedious experience. Steer Clear.

RUN AWAY!	
Below is a list of games that you should not buy under any circumstances	
A Bug's Life	58%
Airboarders 64	53%
All Star Tennis	59%
Asteroids Hyper 64	57%
Battlezone 64	37%
Bomberman Hero	43%
Brunswick Circuit Pro Bowling	16%
California Speed	54%
Chameleon Twist 2	49%
Chef's Luv Shack	52%
Dual Heroes	18%
ECW: Hardcore Revolution	53%
GASP	19%
Golden Nugget	29%
Holy Magic Century	53%
Jeremy McGrath Supercross 2000	53%
Knife Edge	32%
Milo's Astro Lanes	58%
NASCAR 2000	51%
NHL Pro '98	52%
Paperboy 64	31%
Off Road Challenge	44%
Rampage 2: Universal Tour	43%
Rugrats	28%
Shadowgate	33%
South Park Rally	37%
Starshot	37%
Superman 64	26%
Twisted Edge Snowboarding	31%
WCW Nitro	17%





**Reviewed issue #04**  
**3D Shooter • ↑↑↑↑ Overall 83%**  
**Acclaim • Rumble • \$99.95**  
 • Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.



**Reviewed issue #20**  
**Adventure • ↑↑↑↑ Overall 91%**  
**Nintendo • Rumble • \$99.95**  
 • One of the better titles to grace the N64 recently, Gauntlet is a game which allows four player cooperative play and the ability to save and develop characters. An essential buy.



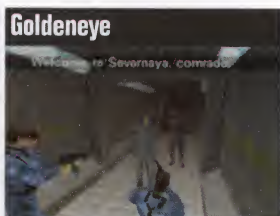
**Reviewed issue #22**  
**3D Platform • ↑ Overall 66%**  
**Ozisoft • Rumble • \$99.95**  
 • A very limited amount of moves, simplistic controls and irritating wisecracks make this a very dull experience.

## Glover

**Reviewed issue #11**  
**3D Platform • ↑ Overall 83%**  
**Nintendo • No Rumble • \$99.95**  
 • The aim of this original platformer is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.

## Goemon 2

**Reviewed issue #15**  
**Platform • ↑↑ Overall 75%**  
**GT Interactive • Rumble • \$99.95**  
 • The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.



**Reviewed issue #01**  
**3D shooter • ↑↑↑↑ Overall 99%**  
**Nintendo • Rumble • \$49.95**  
 • The classic 1st-person Shooter that started all the excitement. Mission Impossible and Turok 2 have tried with some success to capture its brilliance but after the dust settles, the truth is: this is still the best action game on the N64. Covert spy techniques and sneaky Bond gadgets draw you into the most enjoyable gaming experience ever. An essential purchase for anyone with two hands.



**Reviewed issue #26**  
**Farming • ↑ Overall 86%**  
**Nintendo • Rumble • \$79.95**  
 • The idea of a farming game may sound dull but this simulation has surprising depth and is recommended to anyone after something completely different.



**Reviewed issue #21**  
**Adventure • ↑ Overall 81%**  
**GT Interactive • Rumble • \$99.95**  
 • It has great ideas, like enhancing the strength of body parts according to the moves you choose, and the turn based fighting offers a lot of possibilities, but ultimately it's a bit frustrating and over too quickly.



**Reviewed issue #28**  
**Racing • ↑↑↑↑ Overall 81%**  
**Playcorp • Rumble • \$79.95**

• The racing action fails to deliver much speed but the graphics are brilliant and the control is smooth.

## Int. Superstar Soccer '98

**Reviewed issue #08**  
**Soccer • ↑↑↑↑ Overall 89%**  
**GT Interactive • Rumble • \$79.95**  
 • It's not as good as FIFA '99 but the solid gameplay and features like Team Edit provide some interest.

## Ken Griffey Jr's Slugfest

**Reviewed issue #17**  
**Baseball • ↑↑↑↑ Overall 61%**  
**Nintendo • Rumble • \$99.95**  
 • ASB 2000 is still easily the best baseball game but if you want to have another hit; try this.

## Knockout Kings 2000

**Reviewed issue #23**  
**Boxing • ↑↑ Overall 76%**  
**Electronic Arts • Rumble • \$99.95**  
 • A serious boxing game is a difficult genre to make enjoyable and this game's poor graphics and uninspired gameplay make it a boring purchase.

## Lego Racers

**Reviewed issue #23**  
**Racing • ↑↑ Overall 84%**  
**Nintendo • Rumble • \$99.95**  
 • Imaginative weapons and a great toy theme make this a solid clone of Mario Kart. While the ability to use Lego blocks to build your own cars is great, the lack of a four player mode is a big disappointment.

## Lode Runner 3D

**Reviewed issue #16**  
**Puzzle • ↑ Overall 66%**  
**Ozisoft • Rumble • \$99.95**  
 • I can't say that there's anything too exciting here but the game does retain some of the addictive gameplay of the computer classic.



**Reviewed issue #01**  
**3D shooter • ↑↑↑↑ Overall 91%**  
**Nintendo • Rumble • \$99.95**  
 • The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.

## Mace: The Dark Age

**Reviewed issue #01**  
**3D Fighter • ↑↑ Overall 84%**  
**GT Interactive • No Rumble • \$99.95**  
 • Mace has some great looking characters and backgrounds. The combo system is a little lacking but the gore more than makes up for it.

## Madden NFL 2000

**Reviewed issue #21**  
**Sports • ↑↑↑↑ Overall 87%**  
**Electronic Arts • Rumble • \$99.95**  
 • This game has improved vastly since last year's effort. The graphics are much crisper and it boasts the most realistic and detailed football gameplay ever.

## Mario Golf

**Reviewed issue #20**  
**Sports • ↑↑↑↑ Overall 86%**  
**Nintendo • Rumble • \$99.99**  
 • Mario Golf can be enjoyed by all gamers, not only golfing nuts. It's got realistic physics, innovative modes of play and great visuals. Don't

expect anything amazing, though.

## Mario Kart 64

**Reviewed issue #1**  
**Racing • ↑↑↑↑ Overall 94%**  
**Nintendo • No Rumble • \$49.95**  
 • This oldie is still a damn goodie as far as gaming fun on the N64 is concerned. The single player racing action is a little shallow, but plug in the extra pads and few other games on the N64 shine as much as Mario Kart in terms of multiplayer fun. At \$49.95, if you don't have this game you should be taken out and beaten!

## Mario Party

**Reviewed issue #14**  
**3D Boardgame • ↑↑↑↑ Overall 86%**  
**Nintendo • Rumble • \$99.95**  
 • Four players can compete in a series of mini-games. It's good fun when you have a group of friends around but as a single player game it lacks any lasting appeal.



## Jet Force Gemini

**Overall 95%**  
**#22 • Shooter • ↑↑↑↑ • Nintendo • Rumble • \$79.95**  
 • Rare's typical perfection ensures that this science fiction movie styled title plays like a dream. Three main characters, incredible weapons, a huge adventure and millions of aliens to use for target practice, make this an awesome experience. Very tough though.



## Mario Party 2



**Reviewed issue #25**  
**3D Boardgame • ↑↑↑↑ Overall 80%**  
**Nintendo • Rumble • \$79.95**  
 • Mario Party 2 is full of plenty of enjoyable little mini multiplayer games like races and puzzles but the problem is that all of them are very similar to the original game.

## Micro Machines



**Reviewed issue #14**  
**Racing • ↑↑↑↑↑↑ Overall 78%**  
**Sega Ozisoft • Rumble • \$99.95**  
 • The overhead viewpoint gives the game an unusual style but it can be a lot of fun. The single player game is quite lacking but the multiplayer racing is some of the best.

## Mission Impossible

**Reviewed issue #08**  
**3D Shooter • ↑ Overall 73%**  
**Nintendo • No Rumble • \$99.95**  
 • This spy game borrows ideas from Goldeneye and adds some good ones of its own. Unfortunately the quality is patchy and there's no multiplayer mode.

## Monaco Racing GP 2

**Reviewed issue #14**  
**Racing • ↑↑ Overall 80%**  
**Ubi Soft • No Rumble • \$99.95**  
 • Ubi Soft have created a slick arcade-style experience with Monaco 2. The gameplay lacks some of the detailed realism of F1 World GP but the control is very smooth.

## Monster Truck Madness

**Reviewed issue #20**  
**Sports • ↑↑↑↑ Overall 72%**  
**Nintendo • Rumble • \$99.99**  
 • Not the best racing game on the N64, but it offers good multiplayer action. Unfortunately, MTM feels as though it isn't quite a finished game and doesn't offer any intense action. It's okay-ish.

## Mortal Kombat 4

**Reviewed issue #07**  
**Fighting • ↑↑ Overall 84%**  
**GT Interactive • Rumble • \$99.95**  
 • MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64.

## NBA Courtside 2



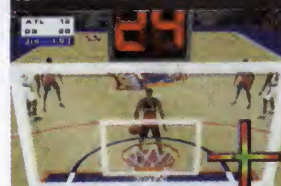
**Reviewed issue #24**  
**Basketball • ↑↑↑↑ Overall 78%**  
**Nintendo • Rumble • \$79.95**  
 • A good all-round basketball sim that isn't as brilliant as NBA Live 2000 but it's definitely a solid buy.

## NBA Jam 2000



**Reviewed issue #24**  
**Basketball • ↑↑↑↑ Overall 77%**  
**Acclaim • Rumble • \$99.95**  
 • The addition of the new Jam mode provides some solid arcade action but the main simulation game is weak.

## NBA Live 2000



**Reviewed issue #24**  
**Basketball • ↑↑↑↑ Overall 92%**  
**EA • Rumble • \$99.95**  
 • The ultimate basketball game. The whole game has been improved significantly since last year's effort and now Jordan's been included and there's a new One-on-One mode. Essential!

## NBA Pro 2000



**Reviewed issue #27**  
**Basketball • ↑↑↑↑ Overall 63%**  
**GT Interactive • Rumble • \$99.95**

• Even on the third Attempt Konami have failed to make a decent basketball game.

## NBA Showtime



**Reviewed issue #24**  
**Basketball • ↑↑↑↑ Overall 78%**  
**GT Interactive • Rumble • \$99.95**  
 • It lacks any realism at all but fans of insane arcade-style dunks will enjoy the action.

## NFL Quarterback Club 2000

**Reviewed issue #21**  
**Sports • ↑↑↑↑ Overall 77%**  
**Acclaim • Rumble • \$99.95**  
 • It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.

## NHL '99

**Reviewed issue #11**  
**Hockey • ↑↑↑↑ Overall 91%**  
**Electronic Arts • Rumble • \$99.95**  
 • This is easily the best hockey game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

## NHL Breakaway '99

**Reviewed issue #13**  
**3D Hockey • ↑↑↑↑ Overall 61%**

**Acclaim • Rumble • \$99.95**

• Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

## New Tetris

**Reviewed issue #20**  
**Puzzle • ↑↑↑↑ Overall 89%**  
**Nintendo • Rumble • \$99.99**

• If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for yonks.

## Nightmare Creatures

**Reviewed issue #12**  
**Beat 'em up • ↑↑ Overall 64%**  
**Kalisto • No Rumble • \$99.95**  
 • The game lacks a two player mode and the single player quest involves mostly button bashing, which gets boring quickly.

## Nuclear Strike 64

**Reviewed issue #24**  
**Action • ↑ Overall 78%**  
**GT Interactive • Rumble • \$99.95**  
 • Flying around bombing enemies is cool for a while but the gameplay is purely retro fun because the gameplay has not changed at all since the 16-bit versions.

## Penny Racers

**Reviewed issue #12**  
**Driving • ↑↑↑↑ Overall 59%**  
**GT Interactive • Rumble • \$99.95**  
 • Penny Racers is a poor man's Mario Kart.

## Pilotwings 64

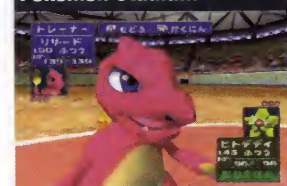
**Reviewed issue #01**  
**Flight Sim • ↑ Overall 94%**  
**Nintendo • No Rumble • \$99.95**  
 • Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

## Pokemon Snap



**Reviewed issue #19**  
**Simulation • ↑ Overall 84%**  
**Nintendo • Rumble • \$99.95**  
 • Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

## Pokemon Stadium



**Reviewed issue #27**  
**Fighting • ↑↑↑↑ Overall 93%**  
**Nintendo • Rumble • \$79.95**  
 • This game allows you to take all of your Game Boy Pokemon and fight them against each other and your friends in full N64 polyglory. Ess action for all pokemaniacs!

## Quake 2

**Reviewed issue #18**  
**3D Shooter • ↑↑↑↑ Overall 91%**  
**Activision • Rumble • \$99.95**  
 • This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is more responsive and the four player deathmatch is one of the best on the system.

## Rainbow 6



**Reviewed issue #23**  
**Shooter • ↑↑ Overall 84%**  
**Jack of All Games • Rumble • \$99.95**  
 • R6 is a good shooter that has plenty of great objectives and an enjoyable two player



## Rayman 2

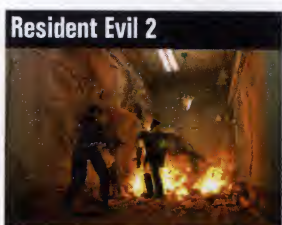
**#22 • 3D Platformer • ↑ • Ubi Soft • Rumble • \$79.95 Overall 93%**  
 • The high resolution really brings out the game's amazing colours, making it one of the best looking games ever. Thankfully, these impressive visuals are complemented by responsive controls and interesting worlds to explore. A highly recommended platformer.



cooperative mode. Unfortunately, the fact that it's easily finished and that there's no deathmatch means it has very poor long-term appeal.



**Reviewed issue #24**  
**Boxing • ↑↑** **Overall 88%**  
**Playcorp • Rumble • \$99.95**  
• This arcade-style boxing game turns out to be arguably the best fighting game on the system because it has great controls, satisfying punches, interesting characters and a great tournament mode.



**Reviewed issue #24**  
**Horror • ↑** **Overall 91%**  
**Ozisoft • Rumble • \$99.95**  
• The PlayStation classic has arrived on the N64 and not only has all the gameplay, violence and video been maintained perfectly, but it boasts superior high resolution graphics and plenty of new options. Absolutely brilliant!

## Re-Volt

**Reviewed issue #19**  
**Racing • ↑↑↑↑** **Overall 81%**  
**Acclaim • Rumble • \$99.95**  
• The graphics are impressive, the sound is excellent and it's challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.



**Reviewed issue #27**  
**Driving • ↑↑↑↑** **Overall 93%**  
**Nintendo • Rumble • \$79.95**  
• There is no question that this game is the best serious racing game on the system. Slick graph-

ics, smooth control and plenty of tracks make this a joy to play.

## Road Rash

**Reviewed issue #22**  
**Racing • ↑↑↑↑** **Overall 81%**  
**GT Interactive • Rumble • \$99.95**  
• The graphics are dull but the game boasts a super-smooth frame rate. This game is a lot of fun to play through yourself, but the real thrills come from pounding your mates off their motorcycles at insane speeds.



**Reviewed issue #23**  
**Racing • ↑↑↑↑** **Overall 86%**  
**GT Interactive • Rumble • \$99.95**  
• A choppy frame rate is the only thing that spoils this, otherwise, highly enjoyable racer. Big cars, detailed backgrounds and smooth control make this one of the best serious racers.



**Reviewed issue #24**  
**Platformer • ↑** **Overall 83%**  
**Ubi Soft • Rumble • \$99.95**  
• This platformer features incredibly original ideas because you must use your tractor beam to carry parts around and build many items but it is very difficult and will frustrate many players.

## Rogue Squadron

**Reviewed issue #12**  
**Shoot 'em up • ↑** **Overall 89%**  
**Nintendo • Rumble • \$99.95**  
• Fantastic hi-res graphics, great shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multiplayer mode is a bummer though.

## Rush 2 Extreme Racing

**Reviewed issue #13**  
**Racing • ↑↑** **Overall 78%**  
**GT Interactive • Rumble • \$99.95**  
• Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.



**Reviewed issue #18**  
**Action • ↑** **Overall 94%**  
**Acclaim • Rumble • \$99.95**  
• This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real storyline (not just save the F#@\*\$ Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now, it'll make you a man.



**Reviewed issue #15**  
**Fighting • ↑↑↑↑** **Overall 89%**  
**Nintendo • Rumble • \$99.95**  
• Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.

## South Park

**Reviewed issue #13**  
**Shooter • ↑↑↑↑** **Overall 61%**  
**Acclaim • Rumble • \$99.95**  
• This game is a shooter with a twisted sense of humour that captures a lot of the style of the cartoon. Unfortunately, the gameplay is repetitive and gets boring quite quickly.

## Snowboard Kids 2

**Reviewed issue #15**  
**Racing • ↑↑↑↑** **Overall 64%**  
**Nintendo • Rumble • \$99.95**  
• The first game came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.

## Spacestation Silicon Valley

**Reviewed issue #11**  
**3D Platform • ↑** **Overall 88%**  
**Directsoft • Rumble • \$99.95**  
• The original and addictive gameplay will grab you. You're

a microchip which must complete tricky puzzles by taking control of over fifty different animals.

## StarCraft

**Reviewed issue #23**  
**Strategy • ↑↑** **Overall 90%**  
**Nintendo • No Rumble • \$99.95**  
• The Real Time Strategy classic has been ported to the N64 in all its glory. It slows down a bit in the two player vs. mode but other than that, this game is a great purchase for sim fans.



**Reviewed issue #17**  
**Racing • ↑↑** **Overall 89%**  
**Nintendo • No Rumble • \$99.95**  
• With over twenty racing pods and more tracks than you can poke a lightsabre at, this game will keep you glued to the television for months. It's a bit easy though



**Reviewed issue #01**  
**3D Platform • ↑** **Overall 100%**  
**Nintendo • No Rumble • \$49.95**  
• I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!



**Reviewed issue #24**  
**Racing • ↑↑** **Overall 77%**  
**EA • Rumble • \$99.95**  
• The game has great music featuring Living End and the graphics are very crisp but racing around the painfully similar dirt bike tracks gets dull very quickly.



**Reviewed issue #29**  
**3D Platform • ↑** **Overall 81%**  
**Ozisoft • Rumble • \$99.95**  
• Cartoon characters are great to feed into the platform game licensing machine and Looney Tunes' Taz Devil is no different. It's hard to go wrong with bright, colourful graphics and the game-play isn't too bad either.

## Tonic Trouble

**Reviewed issue #20**  
**3D Platform • ↑** **Overall 79%**  
**Nintendo • Rumble • \$99.95**  
• Another good 3D platformer that fails to capture the magic and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.



**Reviewed issue #28**  
**Skateboarding • ↑↑** **Overall 95%**  
**Activision • Rumble • \$79.95**  
• This sports game offers all you could ever want: incredible stunts, a solid combo system, detailed environments to skate around and a silky frame rate. Essential!



**Reviewed issue #27**  
**Racing • ↑↑↑↑** **Overall 84%**  
**Playcorp • Rumble • \$79.95**  
• This game boasts both dirt bike racing and high-speed superbike racing, and both modes play well.

## Top Gear Overdrive

**Reviewed issue #12**  
**Racing • ↑↑↑↑** **Overall 78%**  
**Nintendo • Rumble • \$99.95**  
• As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like



twitchy control. On the positive side, it has nice backgrounds and runs smoothly.

## Top Gear Rally

**Reviewed issue #01**  
**Racing • ↑↑** **Overall 87%**  
 Nintendo • Rumble • \$79.95  
 • TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.

## Top Gear Rally 2

**Reviewed issue #23**  
**Racing • ↑↑↑↑** **Overall 77%**  
 Playcorp • Rumble • \$99.95  
 • This game is a solid attempt at rally racing which unfortunately fails to reach the quality of the first game or to stand out from the many other racers on the N64.

## Toy Story 2

**Reviewed issue #24**  
**Platformer • ↑** **Overall 61%**  
 Activision • Rumble • \$99.95  
 • Dull platforming action may provide youngsters with some satisfaction but the rest of us will be asleep before the first level is finished.

## Turok 2

**Reviewed issue #11**  
**3D Shooter • ↑↑↑↑** **Overall 94%**  
 Acclaim • Rumble • \$99.95  
 • The sequel of the decade is here and it's incredible. It features: huge levels chock full of stunning scenery; beautiful high resolution graphics; amazing weapons with jaw-dropping special effects; a great variety of vicious dinosaurs; sophisticated AI and a brilliant multiplayer deathmatch. Most importantly though, it's a highly enjoyable

and compelling game that simply demands purchase.

## Turok Dinosaur Hunter

**Reviewed issue #01**  
**3D Shooter • ↑** **Overall 88%**  
 Acclaim • No Rumble • \$99.95  
 • A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.

## Turok: Rage Wars

**Reviewed issue #23**  
**3D Shooter • ↑↑↑↑** **Overall 86%**  
 Acclaim • Rumble • \$99.95  
 • Turok's multiplayer mechanics have been tightened a lot since Turok 2 to provide us with a deathmatch experience with a lot of appeal. The ability to add in computer Bots and play co-operatively with friends are great additions but remember there's no 'real' single player game.

## Vigilante 8: 2nd Offence

**Reviewed issue #11**  
**Wrestling • ↑↑↑↑** **Overall 91%**  
 GT Interactive • Rumble • \$99.95  
 • Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.



## Zelda 64

**#12 • RPG • ↑ • Nintendo • Rumble • \$99.95** **Overall 98%**  
 • The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

**Reviewed issue #26**  
**Combat • ↑↑↑↑** **Overall 82%**  
 Activision • Rumble • \$99.95  
 • Solid combat and multiplayer action but nothing in the way of innovations over its prequel.

## WCW Mayhem

**Reviewed issue #22**  
**Wrestling • ↑↑↑↑** **Overall 78%**  
 Electronic Arts • Rumble • \$99.95  
 • The gameplay is fast and there are plenty of options. Unfortunately, it lacks the detail of Acclaim's wrestlers and the charm of THQ's WCW games.

## WCW v. NWO Revenge

**Reviewed issue #11**  
**Wrestling • ↑↑↑↑** **Overall 91%**  
 GT Interactive • Rumble • \$99.95  
 • Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

## Wave Race 64

**Reviewed issue #01**  
**Jet Ski Racing • ↑↑** **Overall 91%**  
 Nintendo • No Rumble • \$99.95  
 • Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

**Reviewed issue #23**  
**Shooter • ↑↑↑↑** **Overall 96%**  
 Nintendo • Rumble • \$99.95  
 • WinBack is a great mixture of stealth action and stylishly choreographed moves. Sneaking around each mission, getting sadistic pleasure from controlling your super soldier as he dispatches thousands of evil henchmen is so cool. With meaty sounding weapons, funky Matrix style music and a dynamite multiplayer mode (that's almost as good as Goldeneye) WinBack is 'the goods'. Essential gaming for every N64 owner.

## WWF Attitude

**Reviewed issue #19**  
**Wrestling • ↑↑↑↑** **Overall 89%**  
 Acclaim • Rumble • \$99.95  
 • It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.

## WWF Wrestlemania

**Reviewed issue #24**  
**Wrestling • ↑↑↑↑** **Overall 80%**  
 GT Interactive • Rumble • \$99.95  
 • Great wrestling action featuring all of the WWF stars, unfortunately, the gameplay is identical to WCW Revenge, so anyone avoid this if you already have the game.

**Reviewed issue #01**  
**Jet Ski Racing • ↑↑** **Overall 91%**  
 Nintendo • No Rumble • \$99.95  
 • Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.

## WinBack

**Reviewed issue #23**  
**Fighting • ↑↑↑↑** **Overall 79%**  
 GT Interactive • Rumble • \$99.95  
 • The four player fighting action is amusing for a while but a poor frame rate and boring moves makes this one for Xena buffs only.

## Yoshi's Story

**Reviewed issue #03**  
**2D Platform • ↑** **Overall 82%**  
 Nintendo • No Rumble • \$99.95  
 • Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.

**Reviewed issue #09**  
**Racing • ↑↑↑↑** **Overall 81%**  
 Playcorp • Rumble • \$99.95

**Reviewed issue #03**  
**2D Platform • ↑** **Overall 82%**  
 Nintendo • No Rumble • \$99.95  
 • Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.

## WipeOut

**Reviewed issue #09**  
**Racing • ↑↑↑↑** **Overall 81%**  
 Playcorp • Rumble • \$99.95

• WipeOut has fast, furious gameplay with crafts that travel at insane speeds and wield awesome weapons.

## Worms: Armageddon

**Reviewed issue #23**  
**Strategy • ↑↑↑↑** **Overall 94%**  
 Ozisoft • Rumble • \$99.95  
 • It's the best multiplayer game of the year and is almost as addictive as Goldeneye. You'll be playing this game until the early hours of the morning as you wage worm war. While this game is absolutely essential as a multiplayer experience it doesn't offer much for the lone player.

**Reviewed issue #19**  
**Racing • ↑↑** **Overall 83%**  
 GT Interactive • Rumble • \$99.95  
 • It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.

**Reviewed issue #19**  
**Racing • ↑↑** **Overall 83%**  
 GT Interactive • Rumble • \$99.95  
 • It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.

## World Driver Championship

**Reviewed issue #19**  
**Racing • ↑↑** **Overall 83%**  
 GT Interactive • Rumble • \$99.95  
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## Xena: Warrior Princess

**Reviewed issue #23**  
**Fighting • ↑↑↑↑** **Overall 79%**  
 GT Interactive • Rumble • \$99.95  
 • The four player fighting action is amusing for a while but a poor frame rate and boring moves makes this one for Xena buffs only.

**Reviewed issue #23**  
**Fighting • ↑↑↑↑** **Overall 79%**  
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 • The four player fighting action is amusing for a while but a poor frame rate and boring moves makes this one for Xena buffs only.

## Yoshi's Story

**Reviewed issue #03**  
**2D Platform • ↑** **Overall 82%**  
 Nintendo • No Rumble • \$99.95  
 • Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.



Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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2. You must include your phone number with area code or e-mail address.
3. N64 Gamer takes no responsibility for the publication of your details.
4. Don't use this page to try and get rid of your dodgy PlayStation games.
5. Don't mention that the games are boxed or have manuals.

## NEW SOUTH WALES

**Rogue Squadron** \$45, Turok 2 \$40  
Kaleb Aldis, Rongai Farm.  
(07) 4666 5139

**WCW Vs NWO Revenge** \$30  
OR swap for Mario Party, Madden NFL 2000 or 1080 Snowboarding.  
Steve.P, Sylvania  
(02) 9522 4624

**Zelda** \$35, Duke: Zero Hour \$20, Star Wars: Episode 1 \$20, DK64 \$40, Tetrisphere \$7, Rumble Pak \$5, N64 Gamer Mags issues 19-28 \$2ea, or will swap any game for 1080 Snowboarding, Armormines, Diddy Kong Racing, Jet Force Gemini, MK4, Rayman 2, Worms or WWF Attitude.  
Steve Drew, Warchope  
(02) 6587 4438  
n64rockson@yahoo.com

**Lylat Wars** (no rumble pak) \$30, Star Wars: Shadow's of the

Empire \$30.  
Greg McMahon, Emerald Beach  
(02) 6656 1265

**Will swap Turok 2**, Mario Party, Spacestation Silicon Valley or Forsaken for Tony Hawk's Skateboarding, Gauntlet Legends, Resident Evil 2, Rainbow 6 or any good games.  
Michael Erak, Fairfield  
(02) 9724 3336  
tamra@mania.com.au

**Holy Magic Century** \$35 or will swap for N64 RAM Pak that goes with DK64 and Turok 2.  
Mathew Golledge, Quambone  
(02) 6824 2062

**Wanted:** FIFA '99 box and manual, must be in good condition. Will pay up to \$50.  
Joseph Tiziano, Balgownie  
(02) 4283 8552  
joseph\_tiziano@uow.edu.au

## WESTERN AUSTRALIA

**Nintendo 64**, 2 controllers, memory card and one of the following games for \$80:  
Donkey Kong 64 (with expansion pak), Duke Nukem, Mission Impossible, Buck Bumble, Crusin' USA, Lylat Wars (with rumble pak), Command and Conquer, Banjo-Kazooie, Zelda, Shadow Man, Top Gear Overdrive, Goldeneye and Space Station Silicon Valley.

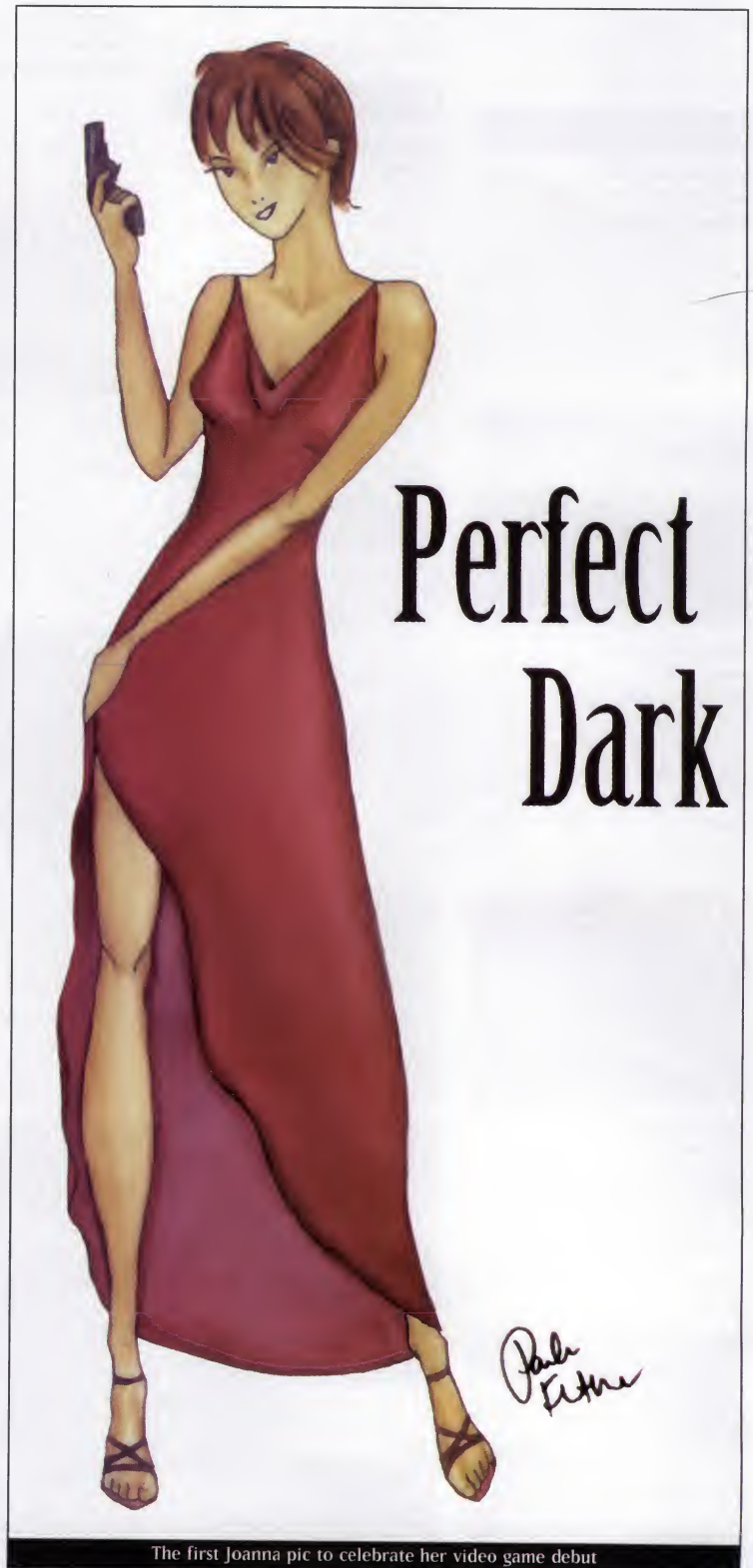
All games are available separately priced between \$30 and \$70. Excellent condition. Prices Negotiable.

Jeff, Hillary's West  
(08) 9401 3819

## QUEENSLAND

**Swap Mario Party**, Hybrid Heaven or Bomber Man for Wailaee Golf, Wave Race or Harvest Moon.  
Rowan, Shailer Park  
(07) 3208 9441

**Turok 2** \$35, Doom 64 \$35, Top Gear Rally \$35  
Nathan, Bethania



The first Joanna pic to celebrate her video game debut

(07) 3299 6898

**Chopper Attack**, South Park, Duke Nukem 64, F1 World Grand Prix, NASCAR '99, GT 64, Extreme G, Snowboard Kids, Banjo-Kazooie, Crusin' USA. Will swap any of these for Command and Conquer, Lylat Wars, Quake 2 or Mario Party (no boxes, only

manuals).

Steve Gillespie

(07) 5529 2079

Gillespie@onthenet.com.au

**Jet Force Gemini** \$50, Super Smash Bros \$50. Will swap for Harvest Moon 64.

Paul, Shailer Park

(07) 3801 4481





Another fine effort from Alastair. This one only just missed being used for the cover

## A.C.T

**Action Replay** \$50 or swap for FIFA `99 or DK64

Wanted: Top Ranking Tennis (Game Boy).

*Mato Babic, Deakin*

**ICQ #5484 3932**

## VIC

**Star Wars: Shadows of the Empire** \$35, Pokemon Red and Blue \$90 for both of \$45 each.

*Jordan Klewer*

**(03) 9876 1523**

**Zelda 64** \$60, Turok 2 + cheats \$60, Banjo-Kazooie (1 file complete) \$30, Super Mario 64 (1 file complete) \$30, F1 Grand Prix \$40, V3 Steering Wheel \$90, Expansion Pak \$40, 1Mb Memory Pak \$10, Rumble Pak \$10 or all for \$400.

*James, South Belgrave*

**(03) 9754 3380**

**churchill\_james@yahoo.com**

**Pokemon Snap** \$45, Super Mario Land (Game Boy) \$10.

Looking for controller, Mario 64 and Zelda 64 at \$20 each

*Francis Chan, Bentleigh*

**franie2000@yahoo.com**

**Killer Instinct Gold** \$30, F1 Pole Position \$35, RF Switch \$15. Will swap for a good game.

*Aden Tiljak, Camperdown*

**(03) 5593 2825**

**GT 64 (Championship Edition)** \$35 o.n.o, Extreme G \$40 o.n.o.

*Jordan Schott, Colac*

**(03) 5231 4352**

**Turok 2** \$25, Goldeneye \$15, HSV Racing \$30.

*Daniel Hassett, West Melton*

**(03) 9743 2978**

**Mario Kart 64** \$25, Diddy Kong Racing \$25, 1080 Snowboarding \$50, Banjo-Kazooie \$30.

*Jules, Horsham*

**(03) 5382 5419**

**Game Boy games:** Micro Machines 1 and 2, Yoda Stories, NHL 2000, FIFA 2000.

N64 game: Doom 64. \$25 each o.n.o.

SNES with Zelda - A Link to the Past \$30 o.n.o or will swap.

*Adrian, Colac*

**(03) 5233 8332**

**WWF Attitude** \$50, F1 World Grand Prix \$50

**(03) 5562 5174**

**Star Wars: Rogue Squadron** \$30, N64 Expansion Pak \$20, Game Boy system \$20 or the lot for \$60.

Will swap Turok 2, F-Zero X,

Gauntlet Legends, Gex 3 or Gex,

Harvest Moon 64, Rayman 2, Quake

2, Resident Evil 2 or WinBack.

*Daniel Demir, Templestowe*

**(03) 9842 3130**

## TASMANIA

**South Park** \$45, Vigilante 8 \$45, Banjo-Kazooie \$40, Diddy Kong Racing \$40, WCW/NWO Revenge \$30, Glover \$25, Mario Kart \$30, Grey controller \$25, Tremor Pak \$10, Rumble Pak \$5, Memory Pak \$5.

*Mathew, Tasmania*

**(03) 6243 7285**

## SOUTH AUSTRALIA

**Jet Force Gemini** \$45 o.n.o or swap for Tony Hawk's Skateboarding or Action Replay Card.

*Michael, Greenwith*

**(08) 8289 6461**



# NEXT MONTH

## Feature



### Game Boy

Check in as we reveal the story of the largest selling console in history, and gaze in wonder as we paint for you the wondrous picture that is the Game Boy's future.



## Take a look at the funky stuff coming in N64 Gamer #31

You are getting sleepy. Your eyelids are getting heavy. Close those tired eyes and drift away.. Now, when I click my fingers, you will awaken, and want nothing in the world so much as to buy the next issue of N64 Gamer as soon as it hits the shelves. Doing so will bring you great peace, unbounded joy, the love and adoration of your friends and family, and probably some nonsense about cows, paperclips and other stupidity - \*SNAP\*

## Reviews



### Duck Dodgers.

Martians, retarded bird looking things, a stuttering pig unabashedly parading his naked lower body. Welcome to the twisted world of the Warner Bros, and the Looney Tunes characters found therein.



### International Track and Field

Join us as we train for the coming Olympics in the only way we know how.



### Kirby: The Crystal Shards

Think of the potential for "pink balls" jokes! Don't miss it.



## Turok 3: Shadow of Oblivion

Acclaim believe they can make a better FPS than Rare and Nintendo. Check out next issue to see if they have the goods.



Naturally, we will strive to bring you all the latest and greatest info on all things N64ish. However, the games distributors reserve the right to postpone the release of their games.



# READY, AIM, FIRE!



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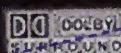
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